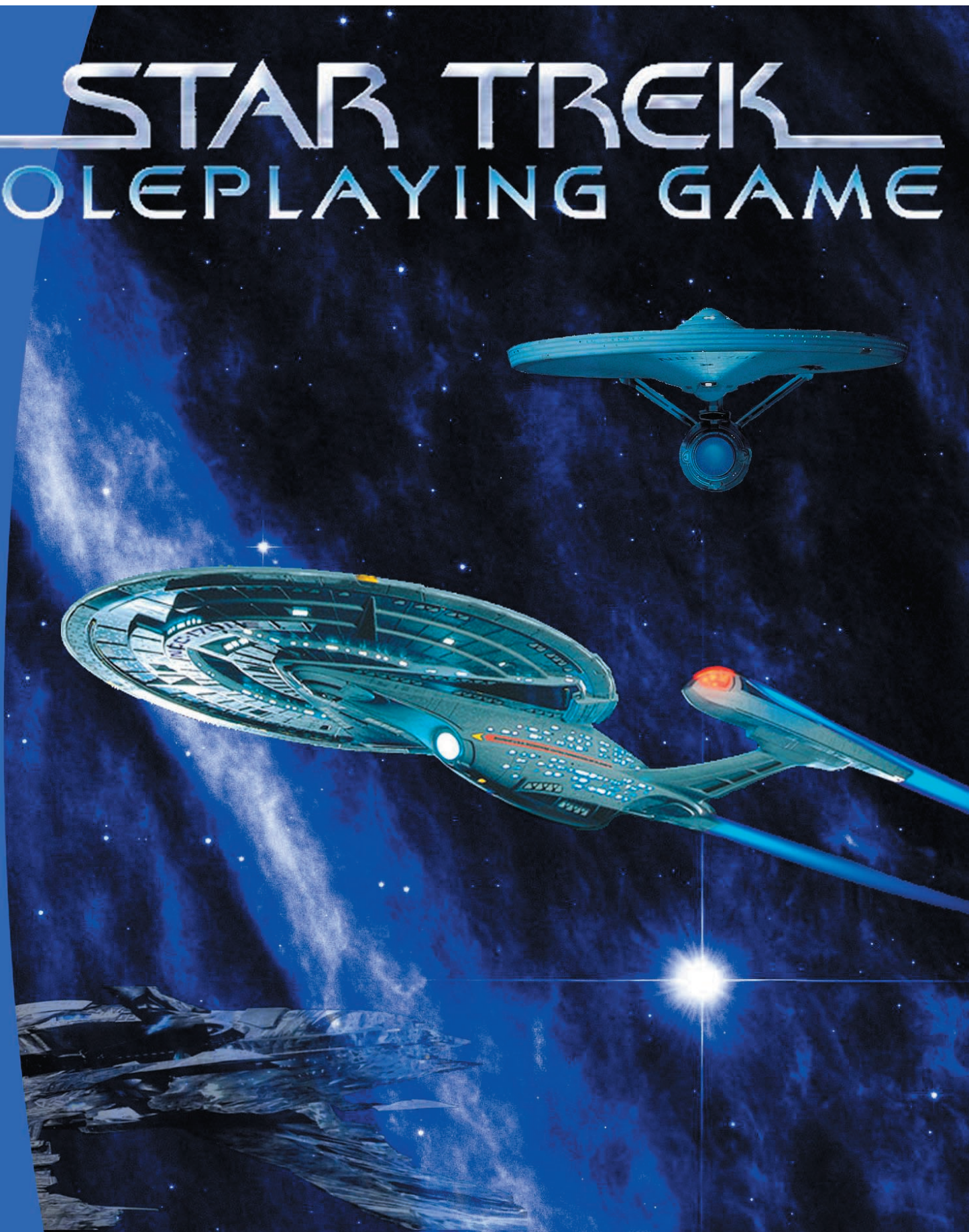
STAR TREK
ROLEPLAYING GAME



EXPANDED SPACECRAFT OPERATIONS

STAR TREK
ROLEPLAYING GAME

EXPANDED SPACECRAFT OPERATIONS

Unofficial sourcebook designed for use with for the roleplaying game by Decipher

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This is *Expanded Spacecraft Operations* version 1.0

Table Of Contents

Introduction 6

1. Expanded Spacecraft Construction 8

2. Spatial And Vehicular Operations 30

3. The Rules Of Engagement 48

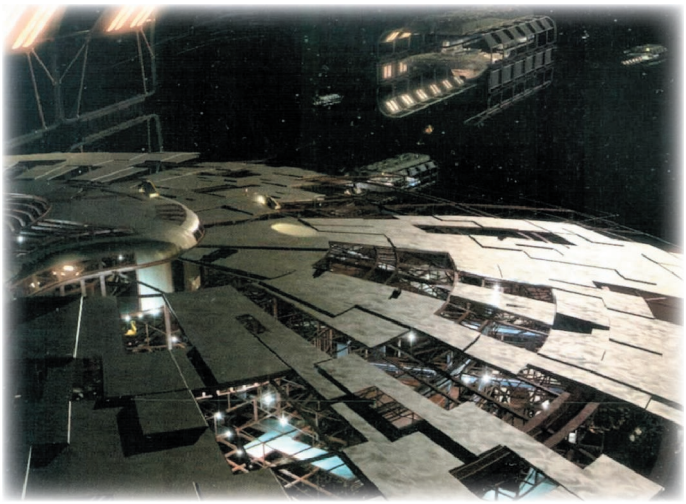
4. The Way Of The Craft 64

5. Sample Spacecraft Profiles 70

INTRODUCTION

Expanded Spacecraft Operations is a fan-made supplement for the Star Trek Roleplaying Game published by Decipher, and based on the CODA system. It contains many new rules expanding in the core books, in order to simulate with greater realism – while staying true to the simplicity of the CODA system – space travel and combat. As such, it is primarily aimed at Narrators.

It also contains new rules for designing stations and vehicles, both which were not precisely described in the official books. These new rules are illustrated by many profiles taken from the series and the movies.



What Do You Need?

The rules and precisions presented in *Expanded Spacecraft Operations* are not a rewriting of the material presented by Decipher. Such a vast topic as spacecraft in *Star Trek* could not be covered in a thousand pages of roleplaying supplements; thus, not all topics could be covered in the official supplements. *Expanded Spacecraft Operations* tries to fit into the cracks. Based on the shows and the official rules, *Expanded Spacecraft Operations* tries to offer ways to simulate both specific and generic situations in the roleplaying game. The emphasis is also put on realism: the aim is to stick as close as possible to the reality of the series, while not hampering game play.

To use *Expanded Spacecraft Operations*, you will need the *Star Trek RPG Narrator's Guide* where starship combat and construction is explained. *Starships* is also very vividly recommended. Firstly, of course, it's a must-have for the Narrator eager for fun spacecraft operations. Secondly, the majority of the rules presented here are expanding on *Expanded Spacecraft Operations* rules. Some of the material might still be used without *Starships*, but it will be more difficult to understand.

Because of copyright – and because the aim of this sourcebook is also to promote the RPG – you will not find any reproduction of any *Narrator's Guide* or *Starships* tables in *Expanded Spacecraft Operations*. It is assumed the Narrator knows the mechanics of space combat and starship construction. But do not worry about too many page-flipping: each relevant table in the official books is referenced accordingly in the text of *Expanded Spacecraft Operations*.

E.S.O. Chapters

The chapters of *Expanded Spacecraft Operations* break down ad follows:

- 1. Expanded Spacecraft Construction: This chapter offers some new systems and traits that can be installed on starships, such as chroniton torpedo launchers or metaphasic shields. Additionnally, a whole system based on *Starships* allows the building of starbases, from small automated defense platforms to gigantic spacedocks; and, following the same design philosophy, another system offers the possibility to build ground vehicles, like the ones we saw in *Star Trek Nemesis*.

- 2. Spatial and Vehicular Operations: This chapter describes in detail a wide range of situations a starship can find itself in, along with the rules used to resolve them. What is required for a shuttle to land? What damage does a starship suffer in a crash? What are the specifics of space combat in asteroid fields? And so on. In this chapter, specific rules applying only to stations and vehicles are also described in detail, like maneuvering and combat.

- 3. The Rules Of Engagement: Because space combat is one of the most dramatic and intense moments in Star Trek, a whole chapter has been devoted to extending the possibilites. *Expanded Spacecraft Operations* adds no less than 35 new maneuvers to the combat system, for wider possibilites, dirty tricks and more fun. A whole novelty has been added: the inclusion of maneuver patterns in the CODA system. Want to perform a Beta-2 attack pattern? You can. All the famous maneuver patterns are described with the rules to use them. Finally, simulating apocalyptic fleet battles as the ones depicted in *Star Trek Deep Space Nine* is also possible, with the use of fleet battle rules.

- 4. The Way Of The Craft: All these rules offer plenty of new opportunites to the players. This chapter allows them to further the evolution of their characters, thanks to new professional abilities. Some notes on standard starship and starbases crews also help the Narrator fleshing out the NPC's of the campaign's base of operations.

- 5. Sample Spacecraft Profiles: No spacecraft sourcebook would be complete without some ready-to-use starships and starbases. Following the CODA rules, this chapter presents the profiles of canon and fan starships, starbases and vehicles.

Subsequent Versions

As said earlier, starships in Star Trek could take up thousands of pages: it cannot cover everything is the series and movies, unfortunately. However, this book being published electronically, for no profit, it's likely that new versions may see the light of day, for various reasons – ranging from the corrections of typos to the addition of entirely new material.

In order to make sure you have downloaded the latest version, you can check the version number at the bottom of the Credits page.

New versions will be published on-line as they become available. Stay tuned!

A Tribute To The Developers

I must emphasize again that this sourcebook is in no way a replacement to the CODA rules, just an extension. The line developers did a superlative job at building a game that is both realistic, detailed, and quick to play. But two people especially inspired the writing of *Expanded Spacecraft Operations*:

Don Mappin, main author of *Starships*, is the brain behind many of the great ideas of the system. His sourcebook is a reference that we all wished was twice, thrice as long. I hope *Expanded Spacecraft Operations* pays homage to his work.

Steve Long, developer of the previous edition of the Star Trek RPG, published by Last Unicorn Games, is the author of *Spacedock*, a sourcebook which unfortunately could never be published professionnally because of license problems, but which was made available to the public as an e-book. This is the most thorough and detailed starship construction and building system I've ever seen, as his outstanding research work was an invaluable help for writing some of the *Expanded Spacecraft Operations* rules.

To Steve and Don: thank you for your awesome work.

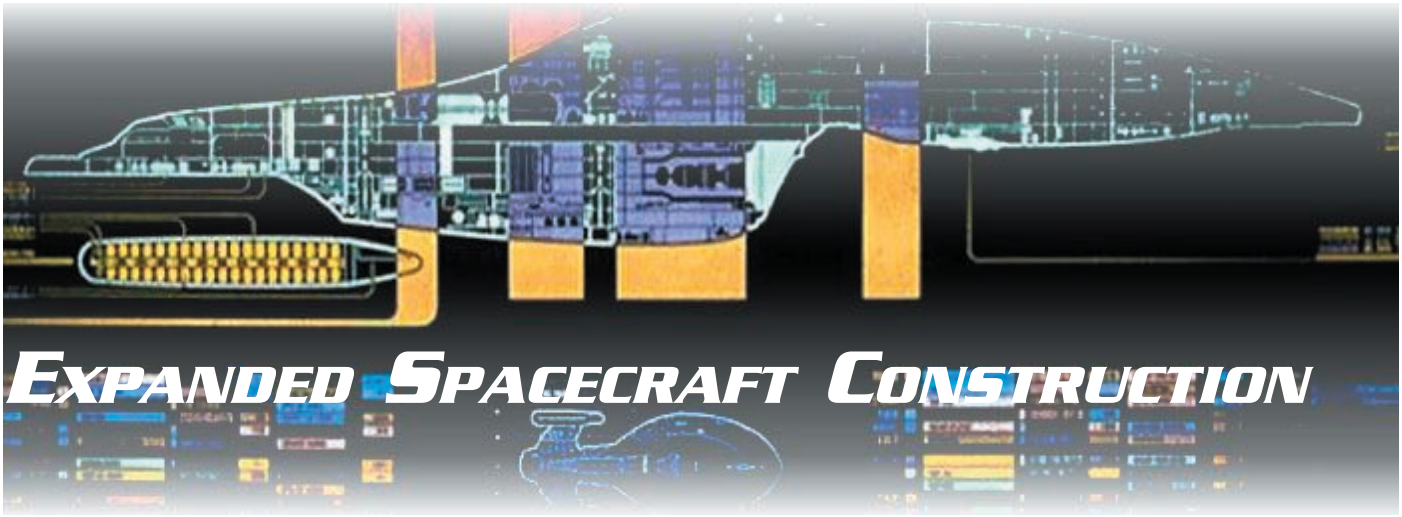
A Word Of Thanks

Before the release as a whole, the separate chapters of the book were read, tested, discussed at the Trek-RPG.net forums (www.trek-rpg.net). I received many useful feedback and help, and would like to thank all the contributors and Trek-RPG.net staff, for all their support and interest in this work. Many people offered to alleviate some of the daunting tasks this book required, and that helped me actually to see it to its end.

I also would like to thank the Star Trek fan sites webmasters. On more than one occasion, their magazine scans and screen captures saved me the trouble of doing the tasks myself, and that was an invaluable gain of time. Many websites also compiled canon, conjectured and fan data which helped me a lot in getting the data I needed for the completion of this project. I would especially like to thank Captain Cabac of the Neutral Zone (www.neutralzone.de), Sean P; Stephenson of the LCARS Computer Network (www.lcarscom.net), the Federation Starship Datalink (www.lcarscom.net/fsd/menu.html), Graham Kennedy of the Daystrom Institute Technical Library (www.ditl.org), Bernd Schneid of Ex Astris Scientia (www.ex-astris-scientia.org), and the Star Trek in Sound and Vision staff.

Well, let's get on with the rules. So, ready to leave drydock?

Engage.



EXPANDED SPACECRAFT CONSTRUCTION

This chapter expands on the starship creation rules found in the *Narrator's Guide* and in the *Starships* supplement. It is fully compatible with this system, developing it even further but not changing the basics.

Here, you will find more systems to install aboard your favorite starships, but even a fully-fledged set of rules designed to simulate and build starbases and vehicles, all following the basics of the CODA system.

New and specialized rules designed for running games using spacecraft, old and new, can be found in the next chapter.

ADDITIONAL SYSTEMS

This chapter deals with new systems that can, unless specified otherwise, be installed on both starships and starbases.

Beam Weapons

Isolytic Weapons

These subspace weapons are widely outlawed because of their destructive nature towards subspace – yet the Son'a and some other belligerent peoples still use them.

They open a tear in subspace near the targeted ship, that moves towards it at the speed of light (warp 1). The ship cannot escape by going to warp – the tear is dragged along with it, at the same speed at which the ship goes. When the ship goes back to impulse, the distance separating it from the tear is unchanged – only a vastly superior region of space is affected.

Space Cost: 13

Minimum Size: 4

Availability: 2349

Effect: If the tear reaches the starship (in 2D6 rounds minus 1 for a complete success on the attack maneuver, 2 for a superior success and 3 for an extraordinary success), it suffers 5D6 + 20 damage (as per a cosmic string damage).

Because of the nature of the weapon, only a single shot can be fired in a round (preventing the use of several Fire maneuvers, or of the likes of Spread and Multifire), and only once every five rounds.

Only the ejection and detonation of the warp core (usually happening upon the destruction of the ship) or a similar explosion can seal the tear. Doing so requires a core ejection (see p.46) then a System Opearions (Tactical) at TN 15 to time the explosion right. Otherwise it has no effect.

Missile Weapons

What follows is a list of missiles that can be fired from spacecraft.

Chroniton Torpedoes

The explosive charge of these torpedoes is coupled to a chroniton generator, and as a result, the warhead exists slightly out of phase with the space-time continuum, allowing the weapon to pass through shields.

These are very uncommon warheads developed by only a handful of civilizations, such as the Krenim empire in the Delta Quadrant.

Prerequisite: Chroniton torpedo launcher (see Table 1.1)

Effect: Ignore all threshold when firing on a ship protected by a non regenerative shield; ignore half the threshold (rounded up) if the grid is regenerative. Shield grids developed after 2378 behave normally.

Gravimetric Torpedoes

These torpedoes are photon warheads. with a high yield They send violent and focused gravimetric waves, increasing the damage of the charge. They cannot be fired at FTL speeds.

Prerequisite: Mk 90 DF or greater torpedo launcher; available 2372

TABLE 1.1: CHRONITON TORPEDO LAUNCHERS

Type	Space	Offense Value	Minimum Size	Availability
C-A	13	6	5	2352
C-B	15	8	8	2369
C-Ca	18	11	10	2378

Use *Starships* Table 1.17, p.20, to determine penetration values.

Effect: Firing a gravimetric torpedo requires to prepare it just prior to launch, which takes an Systems Engineering (Weapons Systems) test at TN 20, counting as a full round action. These warheads do the same penetration damage as classical torpedoes, however shield threshold does not apply.

Only one such torpedo can be fired at a time, preventing the use of maneuvers like Multifire or Spread.

Multikinetic Neutronic Mine

This fearsome weapon developed by the Borg has a yield of five million isotons. It is able to affect an entire solar system, or scatter Borg nanoprobes over a five-light years radius sphere.

Prerequisite: Borg ship; only one device on board at a given moment

Effect: The awesome yield of this weapon prevents it from being focused on a single starship – it is recommended to treat it as a plot device, like the Species 8472 energy drain (*Starships* p.202).

Pulse Wave Torpedoes

These torpedoes are similar to classical photon torpedoes, but their explosive yield is a bit lower. Instead, they emit an energy pulse that might disrupt the enemy ship's systems. They cannot be fired at FTL speeds.

Prerequisite: Mk 75 DF or greater torpedo launcher; available 2358

Effect: Calculate the penetration damage normally using the missile offense value, but reduce penetration by one unit for every range increment. When the shield strength is reduced by 2 or more on a single attack using pulse wave torpedoes, the enemy ship suffers a –1 cumulative penalty for all System Operations tests, lasting 1D6 rounds.

Defensive Systems

Metaphasic Shields

Metaphasic shields were developed by Dr. Reyga, a Ferengi scientist. They stack several subspace fields one on top of another, so that any incoming object of attack penetrates subspace partially, therefore minimizing the impact in our own reality.

This is a very efficient, but very delicate system; therefore, it is quite rare.

Prerequisite: Vulnerable System (Shields); Intricate System (Shields) x 2; minimum Size 6

Space Cost: 35

Protection Rating: 15

Threshold: 10

Reliability: C

Availability: 2370

Effect: The strength of those shields is equal to 20 for a starship and 30 for a starbase (use the classical shield tracks, adding points that can be depleted without any adverse effect).

ADDITIONAL TRAITS

These new traits can all be installed aboard vehicles or stations; they are listed in Table 1.2.

EDGES

Isokinetic Warhead

Isokinetic weapons are somehow situated halfway between a beam weapon and a missile. They are fired by a specially fitted warhead launcher, qualified as "isokinetic cannon". The projectile fired is made of packed kinetic energy, that is transmitted to the target upon contact, disorganizing its very molecular structure. The nature of this warhead prevents rapid fire.

PREREQUISITE: Mk 95 DF or greater torpedo launcher; available 2380

EFFECT: The isokinetic weapon can be fired only with the use of the Fire maneuver, rolled at a -5 penalty. During the round at which the cannon is fired, only Tier 1 Helm maneuvers can be used. When the cannon has been fired, no warhead launcher can be operated (including the cannon itself), for the next two rounds.

The cannon cannot be fired in atmospheres (the projectile dissipates harmlessly). The penetration value is 8/8/8/0/0.

Multispectral Shields

Shield grids can be modified to operate in a wider range of subspace bands; since shield energy operates on several levels, they are easier to recharge and operate on.

PREREQUISITE: CIDSS-1 or better shield grid

EFFECT: The TN for all Systems Engineering (Shields) is reduced by 5.

TABLE 1.2: NEW TRAITS

EDGES
Isokinetic warhead
Multispectral shields
Redundant power grid
Sentient computer
Silent service
FLAWS
Intricate system
Limited coordination
Particle weakness
Visible
Weak power grid

Redundant Power Grid

Thanks to a very reliable power generator or to an optimized power distribution network, the ship has always some power to spare.

EFFECT: One "free" damage point can be restored to a damaged system, without having to take it from another system. The engineer still has a roll to make to ensure the power transfer happens (see *Narrator's Guide*, p.99-101). In case of a failure, nothing happens; the engineer may try again next round.

Only one point to one system at a time can be restored in this manner.

Sentient Computer

Some ships or stations have very advanced computers, to the point that they are sentient entities. They often provide the computer user with an artificial persona able to understand complex computer problems and requests. Ships equipped with sentient computers are usually fitted by ship-wide holographic emitters.

Various advantages stem from the AI rendered available by the sentient computer – namely, assistance to shipboard operations. This also reduces the need for a numerous crew.

In the case the computer has an holographic avatar, it can only appear in one place at a time. However, the computer can be involved in several conversations at the same time throughout the ship or station, through standard interfaces.

PREREQUISITES: Available 2370; Operations system reliability E or better; size 5 or bigger.

EFFECT: All Computer Use tests with a TN of 5 or less automatically succeed.

In combat, once each round, the command officer can ask the sentient computer to reconfigure the ship's maneuver modifiers: it may inflict a penalty of -1 to any two modifiers, or -2 to any one, in order add +2 to one modifier, or +1 to any two modifiers.

When calculating the ship's crew, consider it to be one Size smaller.

Silent Service

The ship's sensor signature is very low, either because of its hull configuration, systems output, or special shield systems. Hence, it is unusually difficult to detect.

Effect: The TNs of all sensor tests performed on the ship increase by +2.

Flaws

Intricate System

One system aboard the ship is particularly complex: either because space was limited and the machinery had to be set up in an unusual way, or simply because the system is very complicated, if it's experimental for example. This can make the engineers' jobs very difficult.

Effect: All repair attempts on this particular system suffer +4 to the TN. This flaw can be taken multiple times, for the same system and for other ones.

Limited Coordination

The ship has a limited crew, especially in the Command branch; or the computer capabilities are limited when it comes to synchronizing shipboard operations. Therefore, the ship's capabilities are limited, especially when it comes to coordinating ship-wide operations and performing Command maneuvers.

Effect: The Command Modifier of the ship is reduced by 5.

Particle Weakness

During the conception of the ship, or of its class, a very rare effect arose: when showered with a highly focused a beam of a precise type of particles, a system can be knocked out temporarily, or an unexpected effect (such as cloaking automatically) can occur, for as long as the ship remains in the particle beam.

Effect: Choose a type of particle in Table 1.3 (or make up your own), and one "Design defect" flaw effect as found in the corresponding tables (Table 1.22, Table 1.39 and *Narrator's Guide* Table 9.18, p.144). Double this effect for as long as the craft is showered in the adverse particle type.

Visible

The ship's sensor signature is difficult to miss; for example, it may emit unusually high levels of by-product energy, or particles. Hence, it is easier to detect than the average.

Effect: The TNs of all sensor tests conducted on the ship get -2.

TABLE 1.3: PARTICLE TYPES

Antiprotons
Dekyons
Gravitons (used in tractor beams)
Nadions
Neutrinos
Polarons
Protons
Tachyons
Tetryons

Weak Power Grid

The ship either has insufficient generators or a bad power distribution network, which creates shortages in power-demanding situations.

Effect: At the beginning of combat, one system chosen either by the CO or the Engineering officer automatically suffers one point of damage. This damage cannot be repaired until the combat ends.

BUILDING STARBASES AND VEHICLES

There are not only starships out there – but also places where the ships halt, for repairs, stocking supplies, or even to allow the crew a break.

This is usually done in starbases. Most of them are orbiting planets, but starbases can be found in nebulae, on the face of asteroids, or even in the vacuum of interstellar space.

Starfleet and other major powers also have – albeit rarely – uses for ground-based vehicles such as the Argo.

Building Steps

Building a starbase or a vehicle follows the same path as when building a starship – basically, you have to determine the basic concept, pick a classification (new types are provided, reflecting the roles of stations and vehicles) and a Size, that will give you some onboard space. Each system takes up some of it, from defensive grids to weapons arrays. Then, you can add some finishing touches using edges or flaws and maneuver modifiers.

Starbases and vehicles can both be improved following starship experience rules (*Starships*, p.33). Renown (*Starships*, p.30) also applies, although it seems more logical to keep track of it for starbases than vehicles, which are mainly auxiliary craft.

BUILDING SPACE STATIONS

Basically, when it comes to the building rules, starbases are nothing more than big, static ships. Most starship systems can be installed aboard a starbase. But a starbase has more to offer; thus, some systems can only be installed aboard stations.

Indeed, it is a haven, a place of rest; most stations have civilian facilities such as shops, bars, or holosuites. But just as these are not noted in detail for starships, neither are they for starbases. Just design the facilities you'd like aboard, while staying true to the era of you series and the general concept of the station.

Starbase Sizes

Starbases use the same size chart as starships (*Starships*, Table 1.3, p.8). There are a few more considerations to be taken into account, though.

Starships are usually built symmetrically, like the Galaxy-class starships. That is, the starboard and port sides are basically the same. The concepts of "length", "height" and "beam" do make sense.

On the other hand, starbases are – usually – built around an axis of symmetry. That means that if the concept of "height" is still meaningful, beam and length are usually about the same, if not exactly the same in the case of a cylindrically-shaped facility.

To resolve this little problem, it is advised to swap the "length" and "height" columns of the Size tables when designing starbases.

Structure points can be "sold" and "bought" by increments of 5 points of space, as with starships.

Starbase Classifications

As for starships, several station classifications are available, defining the role of the facility – from a static tactical platform to a vast trading post home to thousands of civilians. Starbase classifications can be found in Table 1.4. As for starships, starbases have minimum and maximum space requirements.

Space stations and starbases

These are the most common stations, fit for a wide variety of tasks, from trading to ship repairs. These stations usually have a numerous civilian population onboard, with the corresponding array of shops, bars and leisure facilities.

They must buy at least their Size in additional cargo space.

Tactical Facilities

On the other hand, these bases are designed for war – defense, mostly. Tactical platforms are the smallest of these; usually automated, they make the bulk of perimeter defense grids. Defense stations can be automated or manned; they make a wide range of tactical operations possible.

Strategic facilities must have an offensive value equal to at least six times their size. Weapons arrays are bought at -1 space cost each.

Outposts

Outposts are very similar to space stations in that they can serve as base to a wide range of civilian and military operations. However, they are usually smaller and their accommodations lack the usual luxury of starbases. They are isolated havens on frontiers, or near unexplored, desert space; this situation can be a dangerous one, yet this is ideal for people looking for adventure or, maybe, just to pass unnoticed for some time.

Outposts must have at least an offense value equal to twice their size, and a class 2 or better power system. Defensive arrays cost 2 space less to outposts (1 space cost minimum).

Specialized

These bases are dedicated to some very precise tasks.

Administrative Center: These compose the nervous system of all star-faring powers; there, political matters – civilian or military – are discussed, and orders dispatched. Administrative centers must have a Class 3 or better operations system.

Communications Station: These are the other vital part of every space-faring power; they boost subspace signals to allow communication with the farthest planets with reasonable delays. Com stations must have at least a Class 2 operation system and a Class S2 sensor system (see p.16).

Factory: These bases are dedicated to manufacturing wares, such as starship components, or transforming goods, like minerals. They must have at least a Class 2 power system (see p.14) and some kind of engineering facility (see p.16).

Medical: These bases act just like giant-sized space-based hospitals. Medical facilities must have at least a Class 3 life support system.

Observatory: These stations are designed to scan the far reaches of space, or to study unusual phenomena, such as wormholes or subspace rifts. They must have at least a Class S3 sensor system (see p.16); they purchase sensor arrays at -1 space cost.

Recreation: These facilities have no other goal than offering fun and leisure to their guests. For instance, recreation stations can be space casinos or holosuites complexes. These bases must buy as much extra cargo units as half their Size.

Research / Laboratory: When conducting secret projects, or studying dangerous materials or life forms, it is safer to conduct the scientific investigations from afar. A station provides just this much-needed isolation. Such facilities must have at least a Class 3 operations system, and they purchase operations systems at -1 space cost.

Hub: Mostly built by very advanced civilizations, these specialized stations offer to smaller ships some means of traveling faster than light, generally propelling them on vast distances, faster than what the oboard drives would allow. Only these stations can be equipped with ship propelling systems (see p.16).

Spacedocks

These facilities are a very special kind of support station. This is were ships are primarily built, and where, later, they are repaired and upgraded.

Spacedocks must have at least one docking pylon / berth (see p.15). The cost of their engineering facilities (see p.16) is reduced by 2 (minimum 1 space).

TABLE 1.4: STARBASE CLASSIFICATIONS

Starbase Type	Classification Code	Minimum Size	Maximum Size
Space Stations / Starbases			
Light	SL	6	8
Medium	S	7	9
Heavy	SH	9	10+
Tactical Facilities			
Tactical Platform	TP	1	3
Light Defense Station	DSL	4	6
Medium Defense Station	DS	6	10+
Heavy Defense Station	DSH	10+	10+
Outposts			
Light	OL	4	6
Medium	O	5	8
Heavy	OH	7	9
Specialized			
Administrative Center	AD	5	8
Communications Station	COM	3	10+
Factory	FAC	7	10+
Medical	SMD	7	10+
Observatory	OB	4	10+
Recreation	R	5	10+
Research / Laboratory	BRS / BRL	5	8
Hub	HUB	6	10+
Spacedocks			
Light	SD	4	10+
Medium	SDM	6	10+
Heavy	SDH	9	10+

Crew Complement

Just like with starships (*Narrator's Guide,* Table 9.3, p.137), a range of multipliers is provided to estimate the crew complement of your installation (Table 1.5). Most starbases can accommodate a number of passengers equal to 50 to 150 percent of the crew complement, and from 5 to 20 times the complement in moments of emergency.

TABLE 1.5: STARBASE CREW COMPLEMENT

Type Of Station	Multiplier
Space station / starbase	5-40
Tactical platform	0-5
Tactical facility	5-20
Outpost	5-20
Administrative center, factory, medical, recreation	15-50
Communications station, observatory, research, laboratory, hub	0-10
Spacedock	5-50

Systems Overview

Lots of systems are common to both starships and stations. To install these on your base, just follow the rules of the *Narrator's Guide* and of *Starships*, using the systems herein.

These common starship systems that can be installed on a starbase are: weapons, shields, operations, life support, cloaking, sensors and life support systems. However, in most cases the choices are wider since a station is able to accommodate much larger systems; these will be detailed further on. Some starship systems cannot be installed on a station, though (atmospheric capability and propulsion systems). Finally, some systems are reserved to starbases (Table 1.6).

TABLE 1.6: INSTALLABLE STARSHIP SYSTEMS

Starship Systems Installable On A Starbase
Life support
Operations
Weapons
Shields and hull plating
Sensors
Cloaking and masking devices
Cargo units
Starship Systems That Cannot Be Installed
Propulsion
Atmospheric capability
Starbase-only Systems
Docking ports and pylons
Engineering facilities
Ship propelling facilities

Starbase Systems

Power System

The critical systems of a starbase differ a bit from a starship's. Starbases usually do possess sensors, operations, life support, weapons and shields systems, but propulsion systems are very rare. They can

TABLE 1.7: POWER SYSTEM COSTS

Type	Space	Reliability	Availability
Basic	None	A	-
Basic reinforced	4 + half Size	AA	2082
Class 1	3 + half Size	B	2135
Class 1R	6 + half Size	BB	2151
Class 2	5 + half Size	C	2193
Class 2R	8 + half Size	CC	2218
Class 3	7 + half Size	D	2271
Class 3R	10 + half Size	DD	2312
Class 4	9 + half Size	E	2345
Class 4R	12 + half Size	EE	2369
Class 5	11 + half Size	F	2385

TABLE 1.8: POWER SYSTEM DAMAGE TRACK

Rating	Penalty
F	-3 to engineering facilities bonuses (minimum 0)
E	+5 TN to transferring power tests
D	-2 to helm maneuvers and orbital corrections
C	-1 to tactical maneuvers
B	-1 to command maneuvers
A	System offline: core overload!

still be installed aboard the station, but are very specific and no longer considered a critical system.

On starbases, the usual starship propulsion system is replaced by the power system. Aboard a starbase, power is generated by one or several main reactors (that may overload just as easily as a warp core), making up the whole power system. There are several power systems to choose from, that can be found on Table 1.7.

As these take damage, the starbase's capabilities are hindered; Table 1.8 shows the damage track for the system. A station main reactor can be destabilized, and explode just like a ship's. For rules about this topic, see p.46.

Life Support, Operations, Cargo Space, Transporters

These three components share the same range of options as starships. For life support and operations systems, refer to *Starships* Table 1.6 (p.10). For cargo space and transporters, refer to the *Narrator's Guide* (p.138 and 139 respectively).

Cloaking Systems

Starship cloaking systems can be installed on a alien starbases (*Starships*, Table 1.9, p.12); additionally, other systems, available only to starbases, can be used (Table 1.9).

Starbase Propulsion Systems

Starbases sometimes have limited mobility, used to correct an orbit, or even to change locations. These two categories mirror the two types of propulsion that can be installed on a starbase: orbital correctors, and propulsion systems per se.

In any case, these systems totally forbid warp travel under normal circumstances; only sublight speeds are possible.

The systems detailed here are the same for all species.

Orbital correctors: Since most bases are positioned in orbit, all station classes generally have orbital correctors. These allow for minute rectifications of orbital decay, that happen normally as the station brushes the upper layers of atmospheres; or, when the starbase is pushed out of its way by a deliberate attack. Speeds are irrelevant for these systems: they cannot be used to move the station, only to orient it so that the orbit may always stay even.

Orbital correctors can be found in Table 1.10. Three types, mirroring the thrusters and impulse drives found aboard starships, exist: chemical thrusters, ion thrusters and fusion thrusters. As for all systems, there is a space cost attached, a maximum station Size that the system can manage (it can be installed multiple times, in that case for each system beyond the first, the maximum Size moved is increased by one), and a date at which it becomes available. The Helm modifier indicates the bonus or penalty applied to all orbital (and only orbital) operations.

Sublight drives: Usually, when stations are built in some place they stay put; however some may need to change locations. This remains a rare operation; it is impossible to move a station around to dodge fire the way a starship does.

It is however fully possible to equip a starbase with a limited moving capability: for that, a drive chosen in Table 1.11 must be installed.

Docking Facilities

Starships usually dock inside one another by the use of shuttlebays, however starbases allow for more complex docking operations – and allow for much larger ships to dock. The facilities available are docking bays, docking ports and docking pylons or berths (Table 1.12).

Docking Bays: Starbases can include docking bays, following the classical rules and limitations for including shuttlebays on a starship (see *Narrator's Guide*, p.139).

Docking Ports: These are just clamps on the base's surface, that allow ships of average size to dock at the exterior of the station. These provide little to no support to the ship, other than re-supplying and embarking facilities. Each docking port costs 2 space, and can accommodate a third of the station's space worth of ships. No ship bigger than half the station's size may use them; however, the station can have as much docking ports as its Size.

Docking Pylons / Berths: These usually extend from the station's mainframe to allow for the biggest ships to dock the station;

TABLE 1.9: STARBASE CLOAKING SYSTEM COSTS

Type	Space	Rating	Maximum Size	Availability
Class G Cloak	10 + Size	28	10	2368
Class K Cloak	16 + Size	34	15	2372

TABLE 1.10: ORBITAL CORRECTORS COST

System	Space	Maximum Size	Availability	Helm Modifier (Orbital)
Chemical Thrusters				
RCS-B-115	4	3	2038	-5
RCS-B-130i	7	5	2071	-4
Ion Thrusters				
IT-ST1	3	5	2095	-4
IT-ST4b	6	7	2102	-3
Fusion Thrusters				
TTSa	2	4	2110	-4
TTSb	3	6	2168	-4
TTSc Mod.1	4	7	2189	-3
SBT-1	5	7	2215	-2
SBT-2	7	9	2242	-1
SBT-EX	10	12	2273	0
ST-A	12	16	2327	0
ST-B	12	10	2344	+1
ST-C	Size x 2	18	2351	+2
ST-CX	Size x 2	15	2368	+3
STs	15	16	2380	+3

TABLE 1.11: STARBASE PROPULSION SYSTEM COSTS

System	Space	Maximum Size	Availability	Rating
Ion Drives				
ITU-SB	3	6	2114	.05
Impulse Drives				
ISB-1	2	6	2136	.05
ISB-2	3	5	2147	.1
ISB-3	4	7	2163	.1
DHCID/SB	4	6	2183	.15
S-SBD	5	8	2204	.2
S-SBE	5	5	2245	.25
SRS1	Size	9	2261	.05
SRS2	Size x 2	16	2280	.15
SBFIA	4	10	2316	.2
SBFIB	4	12	2339	.15
SBFIC	4	16	2351	.15
SB-IDb	6	16	2373	.3

TABLE 1.12: DOCKING FACILITIES COSTS

Facility	Space	Ships Size Worth	Max. Ship Size	Max. Installable Number
Docking Bay	2	Size	2	Size ÷ 2*
Docking Port	2	Size ÷ 3	Size ÷ 2	Size
Docking Pylon / Berth	Size ÷ 2	Size ÷ 2	Size	Size ÷ 2*

* rounded down.

but they can also be coupled to accommodate a bigger ship, inside the station itself. Each docking pylon costs as much space as the station's Size, and can accommodate half the station's Size worth of ships. No ship bigger than the station's size may use a docking pylon / berth; and no station can have more docking pylons / berths than half its Size (rounded down).

Example: Deep Space Nine, formerly known as Terok Nor, is a Size 12 station. It is equipped with 6 docking bays (12 space cost) allowing 12 size worth of ships; 12 docking ports (12 x 2 = 24 space cost), allowing the docking of 24 space worth of ships (no bigger than size 6) and 6 docking pylons / berths (6 x 6 = 36 space cost), allowing the docking of 36 space worth of ships (no bigger than size 12).

Engineering Facilities

Starship repairs, upgrades and refits happen with the spacecraft docked at stations. They are especially equipped to conduct engineering operations on starships, thanks to the help of engineering facilities: they provide the infrastructure needed for massive starship overhaul.

Technically, only docking bays and docking pylons / berths can be equipped with engineering facilities. That doesn't mean engineering

operations cannot be held at docking ports – it just means any help provided by the engineering facilities won't apply.

Engineering facilities provide a bonus that applies to every Engineering skill group test done on a ship docked at a shuttlebay or pylon / berth. These bonuses do not apply to any work done on the station itself.

Available engineering facilities can be found on Table 1.13. Their space cost is equal to the sum of the bonus provided, half the number of docking bays, and the number of docking pylons / berths. Spacedock-type facilities purchase these at –3 space cost (minimum of 1).

TABLE 1.13: ENGINEERING FACILITIES COSTS

Type	Space	Bonus
Class 1	1 + nb of bays ÷ 2 + nb of pylons	+1
Class 2	2 + nb of bays ÷ 2 + nb of pylons	+2
Class 3	3 + nb of bays ÷ 2 + nb of pylons	+3
Class 4	4 + nb of bays ÷ 2 + nb of pylons	+4
Class 5	5 + nb of bays ÷ 2 + nb of pylons	+5

All spacedocks (SD, SDM, SDH) purchase engineering facilities at -2 space cost (minimum cost of 1).

Sensor Systems

Starships sensor arrays (*Starships* p.10, Table 1.7) can be installed on starbases; but their position – and often, their roles of observatories – allow them to have different kind of sensor arrays than starships, focused for studying phenomena in detail at long ranges.

Choose either a classical starship sensor array, or a long-range one (Table 1.14).

Ship Propelling Systems

These kind of systems allow ships to travel much faster than what they would have been able on their own. This kind of travel is quite rare; only a few aliens use this technology.

Ship propelling systems can only be installed on hub station types. Some examples can be found Table 1.15.

Ship catapult: Using a highly focused graviton beam, this installation literally "hurls" ships across vast distances (600 light-years) in a matter of minutes. However, ships undergo some structural stress in the process: they suffer 5 structural damage each time they pass through the device.

Borg transwarp generator: Even though most Borg ships are equipped with transwarp coils, their spacecraft can be further accelerated through the use of transwarp conduits such as those generated by this installation. Moreover, even ships not equipped with transwarp coils can use these conduits to attain transwarp speeds.

A transwarp generator increases the speed of ships passing through it to 30 times that of a standard warp drive, for as long as the conduit is generated.

Tactical Systems

All starship tactical systems can be installed aboard a station (see "Tactical Systems" in *Starships*, p.18 onwards).

TABLE 1.14: STARBASE LONG RANGE SENSOR COSTS

Type	Space	Bonus	Reliability	Availability
Class S1	2	0/0/0/0/+1	B	2090
Class S1a	4	0/0/0/0/+1	AA	2141
Class S2	4	0/0/0/+1/+2	C	2152
Class S2a	6	0/0/0/+1/+2	BB	2195
Class S3	6	0/0/+1/+2/+3	D	2229
Class S3a	8	0/0/+1/+2/+3	CC	2297
Class S4	8	0/+1/+2/+3/+4	E	2353
Class S4a	10	0/+1/+2/+3/+4	DD	2369
Class S5	10	+1/+2/+3/+4/+5	F	2378
Class S5a	12	+1/+2/+3/+4/+5	EE	2388

Observatories (OBS) purchase sensor systems at –1 space cost.

TABLE 1.15: SHIP PROPELLING SYSTEMS

Type	Space	Rating	Maximum Propelled Ship Size
Ship catapult	Two thirds of available space	600 LY	Size - 3
Borg transwarp generator	Half available space	Boosts transwarp	Size - 1

Some other beam and missile weapons are available, but these can only be fitted on starbases (Table 1.16 and Table 1.17). Strategic Facilities buy weapon systems at –1 space each, minimum cost 1.

Defensive Systems

As for tactical systems, any starship defensive system can be installed aboard a space station, but there again, other systems are

TABLE 1.16: STARBASE BEAM WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
Laser Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
LCS-B57	10	4	6	2082
Plasma Weapons (Use Starships Table 1.17, p.20, to determine penetration values)				
TDM-c51	10	7	6	2140
Phase Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
PC-S	9	8	7	2192
PC-S2	10	9	6	2200
Phasers (Use Starships Table 1.18, p.21, to determine penetration values)				
Type XIII	7	12	8	2365
Type XIV	8	13	9	2371
Type XV	9	14	10	2379
Borg (Use Starships Table 1.18, p.21, to determine penetration values)				
Focused particle beam	10	20	10	-
Cardassian / Klingon (Use Starships Table 1.17, p.20, to determine penetration values)				
C/K-GDM-2b	6	7	8	- / 2148
Cardassian / Klingon (Use Starships Table 1.18, p.21, to determine penetration values)				
C/K-GDM-6	7	12	8	2361 / 2346
C/K-GDC-2	10	16	9	- / 2371
Dominion (Use Starships Table 1.18, p.21, to determine penetration values)				
DPB-4	7	12	5	2325
DPB-5	8	14	8	2352
Romulan (Use Starships Table 1.17, p.20, to determine penetration values)				
RPFD-A	7	7	6	2204
Romulan (Use Starships Table 1.18, p.21, to determine penetration values)				
RPFD-B	10	15	9	2351

Strategic facilities purchase beam weapons at -1 space cost (minimum 1) each.

TABLE 1.17: STARBASE MISSILE WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
Spatial Torpedoes (Use Starships Table 1.17, p.20, to determine penetration values)				
FST Mk IV	7	7	6	2155
Photon Torpedo Launchers (Use Starships Table 1.17, p.20, to determine penetration values)				
Mk 4 IF	6	7	6	2182
Advanced Photon Torpedo Launchers (Use Starships Table 1.18, p.21, to determine penetration values)				
Mk 30 DF	5	9	7	2300
Mk 65 DF	5	8	8	2316
Multifunction Photon Torpedo Launchers (Use Starships Table 1.18, p.21, to determine penetration values)				
Mk 85 DF	7	9	8	2352
Mk 105 DF	8	11	7	2370
Mk 150 (macro)	10	13	9	2385
Borg (Use Starships Table 1.18, p.21, to determine penetration values)				
Photonic Missiles, macro	8	25	7	-
Klingon Photon Launchers (Use Starships Table 1.18, p.21, to determine penetration values)				
KT-Z	5	6	5	2182
KP-7	6	10	5	2268
KP-12	10	15	6	2360
Romulan Nuclear Fusion Missiles (Use Starships Table 1.17, p.20, to determine penetration values)				
RNF-3	5	6	5	2191
Romulan Plasma Torpedoes (Use Starships Table 1.18, p.21, to determine penetration values)				
RPT-4 Plasma	11	20	6	2301
RPT-6 Plasma	14	26	8	2368
RPT-10 Plasma	20	37	10	2383

Strategic facilities purchase missile weapons at -1 space cost (minimum 1) each.

TABLE 1.18: STARBASE DEFENSIVE SYSTEM COSTS

Type	Space	Protection Rating	Min. / Max. Threshold	Reliability	Availability
Hull Plating					
Type A	Size	10	-	-	2069
Hull Polarization					
HPG-st	8	12	1/1	CC	2148
Deflector Shields					
PFF 2c	7	14	1/3	B	2261
CIDSS-RS	10	16	1/4	C	2329
FSQ-5	Size x 2	15	1/2	C	2362
FSR-3	16	17	2/6	E	2371
FSS-2*	18	20	3/7	F	2371
Outposts (O, OM, OL) purchase defensive systems at –2 space cost (minimum of 1).					

* This shield grid is regenerative.

available, and only to space stations (Table 1.18).

Outposts purchase defensive systems at -2 space cost (minimum of 1).

It must be noted as well that the shield strength of stations is stronger than for starships: station shields have a strength of 15 instead of 10. The shield strength track used for starbases can be found in Table 1.19.

TABLE 1.19: STARBASE SHIELD STRENGTH TRACK

Strength	Effect (If Any)
15	Full strength
14	
13	Ops panel shorts! (TN 10 Stamina to shrug off or stunned 1D6 rounds)
12	Shield protection rating reduced by 1
11	Orbital decay: +1*
10	Primary system hit, make a roll on
9	
8	Shield threshold reduced by 1 (minimum 0)
7	Primary system hit, make a roll on
6	Orbital decay: +1*
5	-2 to orbital maneuvers
4	Ops panel explodes! (1D6 wounds)
3	Shield protection rating reduced by 1
2	Orbital decay: +2*
1	Primary system hit, make a roll on
0	Shields down! Protection set to 5, no threshold.

* See Orbital decay, p.32

Maneuver Modifiers

Stations get bonus maneuver modifiers depending on their Size, as stated in the *Narrator's Guide*, p.142.

The maneuver modifiers ranges of the different kinds of facilities are consigned in Table 1.20.

TABLE 1.20: STARBASE MANEUVER MODIFIERS

Classification	Base / Maximum		
	Command	Helm	Tactical
Space station, starbase	+3 / +5	-10 / +0	+2 / +5
Strategic facility	+2 / +5	-10 / -3	+3 / +7
Outpost	+1 / +4	-8 / +2	+0 / +3
Specialized	-1 / +2	-10 / +0	-1 / +2
Spacedock	-2 / +5	-10 / +0	-3 / +4

Starbase Traits

Some traits destined to starships can be used for starbases, some cannot. The edges that cannot be ported to a starbase are listed in Table 1.21 – all Star Trek RPG starship flaws can be used on stations.

TABLE 1.21: EDGES NOT INSTALLABLE ON STARBASES

ACB jacketing
Nimble
Pulse upgrade

Modifications To Starship Traits

Because the system damage track changes for stations (the power system replaces the propulsion system), some starship traits do not apply exactly the same way to starbases.

The traits Hardened system, Battle scarred, Jury-rigged and Vulnerable system cannot be applied to the propulsion systems of stations, but can be taken for the power system.

What follows describes in detail the other traits that change.

Blind Luck: Propulsion systems cannot be improved using this trait, but new effects are suggested in Table 1.22. Other effects (*Starships* Table 1.24, p.26) apply.

Design Defect: The starship version of the trait cannot be taken for propulsion or warp systems. Some new effects are available, however (Table 1.23); other ones found in the *Narrator's Guide*, Table 9.18 (p.144) can be chosen as well.

Enhanced System: The starship version of this edge cannot be taken for a station's propulsion system; but it can be applied to other systems with new effects (Table 1.24), and the other effects found in the *Narrator's Guide*, Table 9.16 (p.144) apply.

Flagship: The effects are the same as the starship version of the edge, but the name is modified to "Central Installation" for stations.

Prototype: The starship version of the trait cannot be taken for the propulsion systems, but new effects using the conventional rules can be found in Table 1.25. For other effects, see *Starships* Table 1.25 (p.27). The new station systems insert themselves in the *Starships* corresponding tables, according to availability dates.

Example: Table 1.18 specifies that the development date of the CIDSS-RS shield grid is 2329. Therefore, on *Starships* Table 1.19 (p.22), it would insert itself between the CIDSS-3 (availability 2320) and CIDSS-4 (availability 2337) shield grids, with regard to row shifts for the application of the Prototype trait.

What follows is a list of traits that can only be installed on starbases; they are listed in Table 1.26.

Table 1.22: Starbase Blind Luck Effects

System	Effect
Orbital Correctors	Orbit cannot decay by more than 1 at a time
Power System	Power transfers always succeed
Propulsion System	Allows warp travel (warp 1)

Table 1.23: Starbase Design Defects

System	Effect
Engineering Facilities	+25% repair time
Orbital Correctors	-2 structure for each round of emergency orbital corrections
Power System	+5 TN to all power transfer tests
Sublight propulsion system	-2 structure for each round of use

Table 1.24: Starbase System Enhancements

System	Effect
Engineering Facilities	-25% repair time
Orbital Correctors	+3 to all orbital maneuvers
Power System	-5 TN to all power transfer tests

Table 1.25: Starbase Prototype Effects

System	Effect
Orbital Correctors	Orbital helm modifier (-3/-0), Maximum size (-0/+4)
Power System	Reliability (-1/+1)
Sublight Engine	Max c (-2/+1), Maximum Size (-1/+1)

Table 1.26: Starbase Traits

Edges
Multi-vector targeting systems
Modularity
Rotary weapon systems
Flaws
Weak shield grid

Starbase Edges

Multi-vector Targeting System

The static position of some stations grant them tactical advantages. With the help of advanced targeting computers, some facilities can even target several ships at the same time.

Restriction: Available 2260

Effect: The station can choose two Primary Targets instead of one, and apply maneuvers to one or the other. When the maneuvers are revealed, the targets they apply to must be specified as well.

Modularity

Some stations are built with a modular structure. That means they are designed to expand easily if needed; thanks to the adjonction of modules, new systems can be installed quickly.

Effect: Additional space can be bought, as per the starship experience rules, at the cost of 3 advancement picks for two additional space.

Rotary Weapon Systems

The size of stations allows the installation of the biggest tactical systems. Some are even designed to fire missiles using salvos of several warheads at once to increase damage or score easier hits; beam weapons can be fixed on rotary emplacements.

Restriction: At least Size 6; available 2340

Effect: +2 to the station's Tactical modifier.

Starbase Flaws

Atmospheric

The station is set up in a unusually low atmosphere, to facilitate transfers to and fro the surface. This is very convenient but also very dangerous in case the orbital correctors fail: there's almost no way the station can be prevented from crashing on the surface.

Restriction: Must have orbital correctors; cannot leave Low Atmosphere (see p.33).

Effect: The station crashes if the orbital decay reaches 5 (instead of 10).

Weak Shield Grid

The station shield generators are undersized for the station, therefore the subspace bubble generated is weaker than normal.

Effect: The shield strength of the station is 10 instead of the regular 15; the shields cannot get higher than 10 strength – always tick the five first levels on the starbase shield strength track (but do not apply the effects accompanying the first five levels of damage).

Buildings

The rules for designing stations also allow you to set up buildings or blocks of buildings. They could be situated on an asteroid, or even on the surface of a planet. Using the corresponding Size, you could even model a whole city acting as one big stations.

When designing such static installations, remember that they do not need any kind of propulsion systems and that helm maneuvers will be forever forbidden to them. Shields are also very rare. Other than that, just follow the basic steps.

VEHICLE CONSTRUCTION

As said previously, vehicle construction follows the same basic set of rules than starbase or starship construction. This allows for a seamless integration of all craft scales (however, the rules of action and combat are a little different, as detailed in the next chapter).

Vehicles are small craft (Size 1 to 6) designed for planetary, or, generally speaking, atmospheric operations. They can be ground-based, such as the Argo buggy seen in *Star Trek Nemesis*, or travel in low orbit, like the travel pods of *Star Trek: The Motion Picture*. They can be transporting craft, attack tanks, or support vehicles.

They all have one thing in common: they are unable to leave the celestial body they are deployed on without external assistance, such as a shuttlecraft or a starship to carry them. It should be noted that star-faring species seldom rely on vehicles; transporters, or orbital bombardment for military operations, allow for a much quicker and easier deployment of ground forces. These two strategies will always be preferred to the use of a vehicle whenever possible.

Indeed, vehicles are generally limited in their capabilities because of their lesser power output (they cannot be equipped with warp drive or similar technology). All the equipment that can be installed onboard therefore suffers from this limitation.

This lesser importance also implies renown (*Starships*, p.30) is quite meaningless for vehicles. However, individual vehicles can be improved through experience if the players wish it (see *Starships*, p.33).

Vehicle Sizes

As said previously, vehicles use the same size chart as starships (*Starships*, Table 1.3, p.8). As with starships and stations, structure points can be "sold" and "bought" by increments of five points of space, but in any case, the structure of a vehicle cannot exceed 30 points – they are, after all, light craft. If you want to have a vehicle with a stronger structure, maybe you should consider building a small starship with atmospheric capability instead.

Vehicle Classifications

As with starships and stations, vehicles are classified depending on their role, from light exploratory buggies to heavy attack hovercrafts. Vehicle classifications can be found in Table 1.27. As for starships, vehicles have minimum and maximum Size requirements.

Reconnaissance Vehicles

These vehicles provide ground or atmospheric support for exploration teams in hostile environments, or when transporters cannot work properly. Usually, these are rather light and fast craft, equipped with sensors and especially nimble.

Unless they are Size 1, recon vehicles must trade at least 5 points of structure for 5 points of space. They purchase engines at a -1 space cost.

Transports

These are among the most common type of vehicles found in star-faring civilizations. They provide means of personnel transportation over long distances, or even in atmospheres. The conditions can be elementary, for short trips, or outstandingly comfortable, as for pleasure cruises. Transports can also be drop-ships, designed for the deployment of ground soldiers.

Transports must buy at least twice their Size in cargo units.

Cargo Carriers

Cargo carriers are the other very common type of vehicles found in star-faring civilizations. They provide transportation means for goods of all natures: food, cattle, minerals, manufactured products... As for transports, they can be either ground-based, or operate in low orbit.

Cargo carriers must buy at least five times their Size in cargo units.

Specialized

These vehicles are devoted to some specific, but various tasks, of an auxiliary nature.

Construction: These vehicles are the Star Trek equivalent of cranes, bulldozers and similar heavy machines used in public works, like building construction, or even terraforming.

Agricultural: These are various utilitarian craft used for all agricultural purposes, from seeding, environment maintenance, to harvesting. Usually they are equipped with antigrav generators in order to float above the landscape, thus avoiding to damage it.

Medical: These vehicles are involved in a variety of medical tasks, like transporting the wounded, providing an emergency response in case a catastrophe happens, or acting as medical support in a battlefield.

Tactical

These vehicles are used for a variety of military operations requiring ground support: they can act as strike craft, bombers, interceptors, and sometimes, as troop transports.

Tactical vehicles must be equipped with shields and have an offense value equal to at least five times their size. They also purchase shields at a -1 space cost.

Crew Complement

A vehicle does not require a lot of crew – depending on the size and function of the craft, a vehicle can be manned by one or two persons, and rarely needs more than four of five.

TABLE 1.27: VEHICLE CLASSIFICATIONS

Vehicle Type	Classification Code	Minimum Size	Maximum Size
Reconnaissance Vehicles			
Light Scout	VSL	1	1
Medium Scout	VS	1	2
Heavy Scout	VSH	1	3
Transports			
Light	VTL	1	2
Medium	VT	2	3
Heavy	VTH	3	5
Cargo Carriers			
Light	VCL	2	3
Medium	VC	3	4
Heavy	VCH	4	6
Specialized			
Construction	VC	2	6
Agricultural	VA	1	6
Medical	VM	3	6
Tactical			
Light	VHL	1	2
Medium	VT	2	4
Heavy	VHT	4	6

The multipliers in Table 1.28 indicate how much passengers can come aboard the vehicle – just multiply the vehicle's Size by the figures provided.

Systems Overview

Just like with starships and starbases, vehicles are equipped with systems of various reliabilities, and that can break down if damaged.

Vehicles are equipped with the same systems as starships (namely, propulsion – called engines for a vehicle –, weapons, shields, sensors, operations and life support) but the system damage track differs, to reflect the different rules that apply to vehicles (see Table 1.29). The systems that can be installed on a vehicle are also very different from the ones found on starships or starbases – otherwise specified, starship or starbase systems cannot be installed on a vehicle at all.

Vehicle Systems

Engines

The engines of a vehicle allow it to move, but not only on the ground – antigravity can be used, for example aboard hovercrafts.

On the most primitive vehicles, the engines are organic – the craft can be pulled by beasts or even by people. And at the other end of the spectrum, we find the most advanced technology – antigravity generators coupled with cold fusion thrusters.

Engines are purchased according to the speed desired, and to the altitude the vehicle can attain. The basic cost of the engines is attached to the maximum speed of the vehicle, measured in factors. With the reachable altitude (ground only, low or high atmosphere – see p.33 for more on these categories) comes a multiplier to that basic cost, that indicates the overall cost of the engine. Then, you must purchase the engine reliability with additional space. The maximum reliability factor of the engine is dictated by the maximum speed factor it can attain (for instance, an engine attaining a speed factor of 3 must have at least a reliability of C). See Table 1.30.

When some high speeds are attained, people need the assistance of machines to continue piloting safely. Thus, a vehicle requires sensors of a class equal to at least its speed factor, except for speed factor 1.

Life Support And Operations Systems

Vehicles do not always need life support, if they operate in an environment where the temperatures and atmosphere are within acceptable ranges for humanoid life (M class planets). However, big or closed vehicles, operating in high atmospheres or hostile environments will need life support systems to accomodate their crew.

Operations systems are much more simple than on starships or starbases, yet they still provide vital functions, like steering or coordinating computer systems, when applicable, as on large barges.

TABLE 1.28: VEHICLE PASSENGER CAPACITY

Type Of Vehicle	Multiplier
Reconnaissance	0-5
Transports	100-500
Cargo carriers	5-15
Construction, agricultural	0-5
Medical	75-300
Tactical	0-50

TABLE 1.29: VEHICLE SYSTEM DAMAGE TRACK

Sensors

Rating	Effect
F	+5 TN to system ops (Sensors) tests
E	-1 initiative
D	-1 maneuverability
C	-1 tactical
B	Cannot lock on
A	System offline: vehicle limited to Speed 1

Engines

Rating	Effect
F	Cannot charge
E	-1 intiative
D	-1 maneuverability
C	-1 initiative
B	-1 maneuverability
A	System offline

Operations

Rating	Effect
F	+5 TN to computer use tests
E	-1 initiative
D	-1 maneuverability
C	-1 tactical
B	-2 maneuverability
A	System offline: camouflage offline, no steering

Weapons

Rating	Effect
F	Lose lock on
E	-1 tactical
D	-1 penetration all cannons
C	Only basic fire allowed
B	-2 tactical
A	System offline

Life Support

Rating	Effect
F	Emergency lighting: -1 to all physical tests
E	Panel shorts: TN 10 stamina or stun 1D6 rounds
D	Panel explodes: TN 10 quickness or 1D6 wounds
C	Depressurization: -2 to all physical tests
B	Thin atmosphere: TN 10 stamina or stun 1D6 rds
A	System offline: 1D6 rounds to abandon vehicle

Shields

Rating	Effect
F	-1 shield strength
E	-1 shield strength
D	-1 shield threshold
C	-1 shield strength
B	-2 shield protection
A	System offline: shields down

TABLE 1.30: VEHICLE ENGINES COSTS

Propelling Means

System	Max. Speed Factor	Max. Speed	Space
Pulled by animals or people	0	15 KPH	0
Sails, small chemical engine…	1	100 KPH	Size x 2
Chemical rockets or propellers…	3	2,000 KPH	4
Ion thrusters	7	10,000 KPH	8
Cold fusion thrusters	10	25,000 KPH	12

Altitude Capacity

System	Maximum altitude	Multiplier
Wheels, skis …	Ground-based	x1
Wings, anti-gravity field…	Low atmosphere	x2
Rockets, starship atmospheric systems…	High atmosphere	x3

Reliability

Factor	Max. Speed Factor	Space
A	0	0
AA	0	1
B	1	2
BB	1	3
C	3	4
CC	3	5
D	7	6
DD	7	7
E	10	8
EE	10	9
F	10	10

Reconnaissance vehicles purchase engines at -1 space cost.

The cost of these systems can be found in *Starships*, Table 1.6 (p.10). If no life support systems are installed aboard a vehicle, it gains two points of free space.

Operations systems can be skipped as well, gaining two other points of free space, but that limits the vehicle to speed factor 1.

Cargo Space, Transporters, Shuttlebays And Tractor Beams

These components are bought using the same rules as starships: refer to the *Narrator's Guide* (p.138 and 139 respectively). There is one small difference though – vehicles do not come with "free" transporters or tractor beams upon creation: they have to be bought.

Camouflage Systems

Vehicle cloaks are often cumbersome to use; they require vast amounts of power in order to hide the craft in an ever-varying environment. While in space, it's quite easy to fool starship sensors (after all, there is only the star field background to simulate for the naked eye), planetary environments have a complexity that require important energy and computer processing power.

That's the reason why vehicle "cloaks" do not exist as such; they are, really, based on holographic technology. That makes them unavailable to civilizations who have not yet achieved this level of development. Because of the nature of holograms, camouflaged vehicles are also a lot easier to spot than cloaked starships. Medium-intensity scans often suffice to pick hidden vehicles out.

It is worth noting that the Federation can legally use camouflaged vehicles – although they will most likely use them only when observing primitive cultures protected by the Prime Directive.

Because of the power required, vehicles under camouflage cannot use their tactical systems (weapons and shields). Camouflage systems are listed in Table 1.31.

Sensor Systems

Vehicle sensors are far less powerful than starships' or stations', but they basically provide the same information. Choose a sensor array from Table 1.7 in *Starships* (p.10), however know that the range scale used in the case of vehicles is the same as for personal combat (vehicle

TABLE 1.31: VEHICLE CAMOUFLAGE SYSTEMS COSTS

Type	Space	Rating	Maximum Size	Availability
Class alpha	Size	8	3	2345
Class beta	Size x 1.5	10	4	2352
Class gamma	Size x2	12	5	2361
Class epsilon	Size x3	15	6	2370

TABLE 1.32: VEHICLE BEAM WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
Laser Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
LCS-V	8	1	2	2090
Plasma Weapons (Use Starships Table 1.17, p.20, to determine penetration values)				
TDM-50e	6	1	3	2145
Phase Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
PC-35v	8	2	2	2181
Phasers (Use Starships Table 1.18, p.21, to determine penetration values)				
Vehicular Type IV	7	3	1	2270
Vehicular Type V	8	4	2	2334
Vehicular Type VI	9	5	4	2371
Cardassian / Klingon (Use Starships Table 1.17, p.20, to determine penetration values)				
C/K-GDM-1a	7	1	2	- / 2150
Cardassian / Klingon (Use Starships Table 1.18, p.21, to determine penetration values)				
C/K-GDM-4v	8	2	1	2352 / 2330
C/K-GDC-1 modified	10	3	3	- / 2369
Dominion (Use Starships Table 1.18, p.21, to determine penetration values)				
DPB-alpha	6	2	2	2192
DPB-alpha revised	7	3	3	2251
DPB-beta	9	5	4	2316
Romulan (Use Starships Table 1.17, p.20, to determine penetration values)				
RPFD-atmospheric	7	1	2	2235
Romulan (Use Starships Table 1.18, p.21, to determine penetration values)				
RPFD-3b	9	2	1	2339

TABLE 1.33: VEHICLE MISSILE WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
*Nuclear/Fusion Missiles (Use Starships Table 1.17, p.20, to determine penetration values)**				
SBM 12	12	2	4	2070
SBM 18	15	3	5	2099
Magnetically Guided Shells (Use Starships Table 1.17, p.20, to determine penetration values)				
MagS	6	1	3	2107
MagS-II	10	2	4	2231
MagS-III	14	3	4	2314
Ultritium Missiles (Use Starships Table 1.18, p.21, to determine penetration values)				
UL-25	5	1	2	2331
UL-35	6	2	3	2349
UL-50	7	3	4	2355
UL-70e	8	4	5	2370
* These types of warhead are usually banned, as they are very harmful for the environment.				

TABLE 1.34: VEHICLE DEFENSIVE SYSTEM COSTS

Type	Space	Protection Rating	Min. / Max. Threshold	Reliability	Availability
Hull Plating					
Vehicular Type I	Size	6	-	-	2041
Vehicular Type II	Size x 1,5	7	-	-	2062
Vehicular Type III	Size x 2	8	-	-	2084
Vehicular Deflector Shields					
PFF-V	7	12	1/1	A	2234
PFF-V2	8	13	1/1	B	2261
Vehicular CIDSS-1	9	14	1/2	BB	2301
CIDSS-3b	10	15	1/3	C	2342
FSQ-1	11	16	1/4	CC	2351
FSQ-5	13	17	2/3	D	2362
FSS-AV*	16	18	3/3	E	2381
Tactical vehicles (VHK, VT, VHT) purchase defensive systems at -1 space cost (minimum of 1).					

* This shield grid is regenerative.

rules are detailed further: see p.36), instead of the one used for starships.

Tactical Systems

Because of power output issues, vehicle tactical systems are far less powerful than starships' or stations', but they can still inflict serious damage in combat situations, especially when used on other vehicles or platoons.

Vehicle beam weapons can be found in Table 1.32; warhead weapons are listed in Table 1.33.

Defensive Systems

Vehicular shields work the same way as starships do – they have a strength, a protection rating and a threshold. In addition, vehicles can receive improved hull plating for protection. The defensive systems that can be installed on vehicles are listed in Table 1.34.

Just as station shields are stronger than starships', because of vehicles' lower power output, vehicles use a lower shield track, with a strength of 5 instead of 10: see Table 1.35.

TABLE 1.35: VEHICLE SHIELD STRENGTH TRACK

Strength	Effect (If Any)
5	Full strength
4	Shield protection rating reduced by 1
3	Control panel shorts! (TN 10 Stamina to shrug off or stunned 1D6 rounds)
2	Shield threshold reduced by 1 (minimum 0)
1	Primary system hit, make a roll on
0	Shields down! Protection set to 5, no threshold.

TABLE 1.36: VEHICLE MANEUVER MODIFIERS

Classification	Base / Maximum	
	Maneuverability	Tactical
Reconnaissance	+0 / +3	-2 / +1
Transports	-2 / +1	-2 / +0
Cargo carriers	-2 / +0	-1 / +2
Specialized	-3 / +1	-4 / -1
Tactical	-2 / +1	0 / +3

TABLE 1.37: TRAITS NOT INSTALLABLE ON VEHICLES

Ablative Armor
ACB jacketing
Battle tested
Famous
Flagship

TABLE 1.38: VEHICLE SYSTEM ENHANCEMENTS

System	Effect
Engines	+1 speed factor (no matching operations or sensor systems needed)
Operations	+2 maneuverability
Weapons	+2 tactical

Vehicles Maneuver Modifiers

Vehicles have only two maneuver modifiers, maneuverability – which describes the nimbleness of the vehicle – and tactical – which reflects the accuracy of its tactical systems. All rules pertaining to vehicles handling and combat are described in the next chapter.

The maneuver modifiers of the different types of vehicles are listed in Table 1.36. Start with the base modifiers; you can then invest some extra points (as much as Size ÷ 2, rounded down) in one, the other, or both modifiers, the way it is done with starships and starbases.

Vehicle Traits

Just like starships and stations can be customized with traits, so do vehicles. However, vehicles have specific traits, which are widely different from the ones reserved to starships or stations.

Some traits reserved to starships can be ported to vehicles, some with heavy rule modifications that are detailed further on.

Others cannot be applied at all – they are listed in Table 1.37.

Modifications To Starship Traits

As the scale of vehicles is globally inferior to starships and starbases, some traits cannot be applied exactly as written in the *Narrator's Guide* or *Starships*. However the spirit remains.

TABLE 1.39: VEHICLE DESIGN DEFECTS

System	Effect
Engines	-1 speed factor
Operations	-2 maneuverability
Weapons	-2 tactical

Blind Luck: Propulsion systems cannot be improved using this traits, but new effects are suggested in Table 1.22. Other effects (*Starships* Table 1.24, p.26) apply.

Design Defect: Choose one effect in the *Narrator's Guide*, Table 9.18 (p.144), if you choose to apply this flaw to transporters, sensors, cloaking, tactical or shield systems. Engines can also be chosen: the effect is then Reliability (0/-4).

Enhanced System: Choose one effect in the *Narrator's Guide*, Table 9.16 (p.144), if you choose to improve the transporters, sensors, cloaking, weapons or defensive systems. Otherwise, refer to Table 1.38.

Nimble: The trait can only be taken for vehicles of Size 3 and smaller; it adds +3 to the craft's maneuverability.

Prototype: You can choose effects found in *Starships*, Table 1.25 (p.27), if you wish to alter operations, life support, sensors, cloak, weapons, or the defensive systems.

TABLE 1.40: VEHICLE TRAITS

Edges
Improved responsiveness
Reactive armor
Flaws
Cumbersome
Makeshift shields
Opened
Scale Shift

Others traits (Hardened system, Jury-rigged, Monotanium plating, Outdated, Unique system, Vulnerable system) are applied just as written in those previous supplements.

Vehicle-specific traits are listed in Table 1.40.

Vehicle Edges

Improved Responsiveness

Due to a good synchronicity between the steering systems and the engines' power output, the vehicle is able to accelerate and break much faster than others.

Prerequisite: Speed 3 or faster; Size 3 or smaller

Effect: Charge takes only one action instead of two.

Reactive Armor

Following research on ablative armor, it has been tried to adapt the concept to lighter craft – namely, vehicles. Reactive armor consists of separate microscopic hull segments, filled with controlled explosives that can detonate upon an external impact. This helps absorbing some of the shock's kinetic energy, lessening internal vehicle damage.

The downside is that the vehicle must be almost entirely covered with the armor so that it may be effective; this implies the installation of life support systems.

Restriction: At least Size 3; life support system installed; available 2370

Effect: When the vehicle loses its first five points of structure, do not roll a system critical hit. Contrary to ablative armor, buying this edge does not imply increasing the vehicle's structure.

Vehicle Flaws

Cumbersome

Due to their mass or hull profile, some vehicles are harder to maneuver than others. They respond less well to commands, making them harder – and more dangerous – to handle.

Effect: Subtract –3 to the vehicle maneuverability. This flaw can be taken a second time, porting the penalty to –6.

Makeshift Shields

Vehicles rarely use shields in atmospheres, relying preferentially on their hull plating for protection. Such vehicles can be equipped with shields, but the weakness of their generators or the generally low power output of the vehicle diminish their efficiency.

Restriction: Cannot be installed on tactical vehicles

Effect: When the vehicle is hit by a successful attack that reduces the shields' strength, subtract one point as well to the protection.

Opened

Generally, exploration is peaceful and does not need armored vehicles. Indeed, it's more pleasant – and practical – to have opened vehicles in order to take on the surroundings. However, of course, the crew is more or less exposed to exterior harm, only partially (or not at all) protected by the vehicle's structures.

Restriction: Vehicle can only operate in breathable atmospheres

Effect: External attacks can target vehicle operators – this requires the use of an aim action. The vehicle operators are considered to be at 50% cover. This flaw can be bought a second time, at which case operators are totally devoid of any cover. If the vehicle is hit by a starship or station weapon, all personnel aboard are killed instantly.

Scale Shift

The vehicle is so small, frail, primitive or underpowered that it's absolutely no match for a starship or station. It's best used against personnel, or other like vehicles.

Effect: The vehicle's structure and damage is considered to be at the personnel scale. Before applying the flaw, you may exceptionally "sell" structural points one by one (primitive vehicles, like cars or tanks, won't have more than 1 or 2 structure in this manner). Then multiply the structure and weapon penetrations by 50; these values are only used against personnel or vehicles with Scale Shift. System criticals happen every 25 damage.

Versus starships and stations, consider the vehicle as personnel, not as a vehicle (see "Mixing the combat scales", p.63). In essence, the vehicle is instantly destroyed if touched by weapon equipped on a starship, station or vehicle without Scale Shift. Versus those, divide the vehicle's new weapon penetration by 50 (that is, apply the damage as determined before adding this flaw).

THE COST OF SPACECRAFT

Starships, stations, vehicles are incredibly complex pieces of machinery, which are terribly difficult to assemble: they require a vast array of skills and personnel, as well as a wide variety of components, rare alloys and materials. Therefore, the building of spacecraft is usually reserved to major space powers such as Starfleet.

However, to some ends, for example if the characters of your campaigns are pirates or civilians, you might need to estimate the price of a starship or station. The guidelines provided allow you to do so – however remember that they are very rough. The Narrator might want to increase or decrease the price estimation depending on his campaign or on the precise conditions the characters find themselves in.

The Base Price

The first step is to estimate the base price of the starship, station or vehicle. Consider the total space available to the craft, depending on the Size factor, as found in *Starships*, Table 1.3 (p.8). The bigger a ship is, the more expensive it gets: each space unit is worth two billion latinum strips for a starship or a station, and worth two million latinum strips in the case of a vehicle. If spacecraft has been upgraded using experience, do not forget in the calculation the possible additional space units that may have been bought.

Then, consider each of the six vital systems aboard the craft. The more reliable the systems, the more advanced they are, and hence, the more expensive they get. Consider the reliability modifier of each system, and add +1 to it; then multiply this number by ten billion latinum strips (ten million for a vehicle). Just add the estimations of the individual costs of each system to the price.

Finally, add fifty billion latinum strips (fifty million in the case of a vehicle) for each edge the starship or station has; subtract the same amount for each flaw.

Example: An Ambassador-class starship (*Starships* p.40) is Size 8, which represents 119 space units: the cost for sheer onboard space equals 119 x 2 = 238 billion latinum strips.

The base reliability of the shields system is C, which makes a reliability modifier of +4. 4 +1 = 5: the shield system alone costs 50 billion latinum strips . The weapon systems (base reliability D) cost 90 billion latinum strips, the engines cost 30 billion strips, the life support and operations systems cost 60 billion strips each. The total price of the systems is therefore 270 billion latinum strips.

Finally, the vessel has an edge, adding 50 billion strips to the base cost.

The base price of an Ambassador-class starships is, therefore, 558 billion latinum strips.

Price Modifiers

Several conditions can alter the base estimation of a spacecraft price. They are far too numerous to be described in detail, but they can alter the price – or availability – of a given starship: the ultimate decision is the Narrator's. For example, some equipments such as warp

engines components may be much rarer, or common, in some parts of the galaxy; the price will reflect these local conditions.

Classification Modifiers

In any case, depending on the classification, on the secrecy of a project, on its availability to the public, a vessel can cost more, or less than its base price. Apply the following modifiers to calculate the final price of your spacecraft: use Table 1.41 for starships, Table 1.42 for stations and Table 1.43 for vehicles.

EXAMPLE: Based on our previous calculations, the base cost of an Ambassador-class heavy cruiser is 558 billion latinum strips. The final price is therefore equal to 837 billion strips (a heavy cruiser costs 50% more than the base price).

Age

The older spacecraft is, the cheaper it gets. A great way to get one's hands on a starships is, of course, to buy it used.

As a rule of thumb, decrease a starship or station base price by .5% for each year, with a maximum of 60% (meaning 120 years of age).

For a vehicle, reduce the price by 1% per year, with a maximum of 80% off (80 years of age).

Bargaining

The overall state of the craft can also have an influence on the cost: if repairs need to be made, if the ship or station has terrible flaws, the cost can be lowered by the seller. The Narrator can require all sorts of skill tests, such as Appraise or Negotiate (Bargain) for the financial aspects of the deal. Engineering tests can also be invoked when estimating precise aspects of the merchandise examined.

Refer to the *Player's Guide* for more details about commercial negotiations.

TABLE 1.41: STARSHIP PRICE MODIFIERS

Ship Type	Base Estimation Modifier
Warships	
Battleship	+45%
Dreadnought	+40%
Fast Attack	+35%
Fighter	+30%
Explorers	
Explorer	+45%
Heavy	+65%
Light	+50%
Cruisers	
Cruiser	+40%
Battle Cruiser	+50%
Exploratory Cruiser	+55%
Heavy Cruiser	+50%
Light Cruiser	+30%
Destroyers	
Destroyer	+40%
Heavy Destroyer	+50%
Escorts	
Escort	+35%
Destroyer Escort	+45%
Heavy Escort	+50%
Light Escort	+30%
Frigates	
Frigate	+15%
Fast Frigate	+20%
Heavy Frigate	+25%
Light Frigate	+10%
Scouts	
Scout	+10%
Fast / Far Scout	+15%
Heavy Scout	+15%
Specialized	
Courier	-
Medical	+5%
Surveyor	-
Deep Space Surveyor	+5%
Research / Laboratory	+5%
Support / Auxiliary	
Cargo Carrier	-25%
Runabout	-10%
Shuttlecraft, Impulse	-40%
Shuttlecraft, warp	-20%
Tanker	-25%
Tender	-20%
Transport	-20%
Transport, Armored	-
Tug	-10%

TABLE 1.42: STATION PRICE MODIFIERS

Station Type	Base Estimation Modifier
Space Stations / Starbases	
Light	+45%
Medium	+55%
Heavy	+65%
Tactical Facilities	
Tactical Platform	+30%
Light Defense Station	+35%
Medium Defense Station	+50%
Heavy Defense Station	+70%
Outposts	
Light	+20%
Medium	+30%
Heavy	+40%
Specialized	
Administrative Center	+10%
Communications Station	+35%
Factory	+35%
Medical	+20%
Observatory	+35%
Research / Laboratory	+35%
Hub	+50%
Spacedocks	
Light	-
Medium	+35%
Heavy	+70%

TABLE 1.43: VEHICLE PRICE MODIFIERS

Vehicle Type	Base Estimation Modifier
Reconnaissance	
Light Scout	+5%
Medium Scout	+10%
Heavy Scout	+15%
Transports	
Light	-10%
Medium	-
Heavy	+10%
Cargo Carriers	
Light	-20%
Medium	-10%
Heavy	-
Specialized	
Construction	+10%
Agricultural	+5%
Medical	+5%
Tactical	
Light	+40%
Medium	+50%
Heavy	+60%

Spatial And Vehicular Operations

How does a ship land on an asteroid? What is required of the mother ship when launching shuttlecraft? Is it possible to boost the shields using the navigational deflector?

What follows mirrors the "Starship operations" chapter found in the *Narrator's Guide*. In it you will find precise information about operating ships, stations and vehicles, in space or in other environments. Combat effects are also expanded, describing casualties, hull breaches, and critical conditions.

This rules add a greater degree of realism to spacecraft operations while remaining simple and coherent with the other books of the *Star Trek RPG* line.

Celestial Bodies

Often, starship operations do happen in the vacuum of space – plain stretches of nothingness happening for thousands, millions of kilometers, except for the occasional gas atom or elementary particle.

But of course, space is also full of celestial bodies – stars, planets, nebulae, asteroid fields – where starship operations often occur, like mining, rescue operations, or scientific studies.

The nature of celestial bodies and space hazards is already extensively covered in chapters 10 (p.156) and 13 (p.222) of the *Narrator's Guide*. In what follows, we will focus primarily on the starship operations happening in such environments, and the corresponding game mechanics.

Stellar Phenomena Scales

For game purposes, space phenomena are considered to be individual bodies, just like spacecraft. Because the Star Trek RPG always focuses on the players' actions, and not the tactical positions of each ship and celestial body relatively to another, what really matters is the distance of ships relatively to space phenomena, not their size or position. For instance, until a ship declares it enters the atmosphere of a planet, the planet is considered to be a celestial body just like any other ship: it is considered as a "dot" on the space map.

Therefore, spatial phenomena are treated following two scales: the ship scale and the phenomena scale. The ship scale merely means that the phenomena is treated as any target relatively to other ships. The phenomena scale is applied once the phenomena has been entered (inside a planet's atmosphere, a star's corona, a comet's tail, a star system, or a nebula).

When outside a space phenomena, consider it like a static starship. Entering it needs to be at Point Blank range (meaning the ship may have to select the phenomena as its Primary Target, and execute Close maneuvers). Then, depending on the phenomena, different operations may take place. It is a free action to enter a stellar phenomena.

Example: During a battle, the USS Enterprise heads towards Earth's star system. On her round of action, the first maneuver brings her at Point Blank range of the system. Then, she decides to enter the solar system.

If a ship enters a phenomena while being the Primary Target of others, these can follow; they just need to Close on their target until they enter the phenomena. Note that if a targeted ship enters some phenomena, the attackers don't lose target lock nor the relative distances do change (unless the ships enters an atmosphere, see p.33); however, the ship may be more difficult to target because of the conditions, or the weapon penetration may be reduced.

Stellar Aggregates

Aggregates are probably the commonest of all space phenomena – they imply a grouping of several celestial bodies. They can be a star system, an asteroid field – even a nebula if some large bodies are found in it.

Scales can nest: for example, a ship may approach a star system at Point Blank range,

TABLE 2.1: WARPING OUT TN MODIFIERS

Traffic	
None	+0
Light (Remote System)	+2
Heavy (Central System: Earth, Vulcan...)	+5
Subspace Distorsion	
1-3 Planetoids	+1
4-8 Planetoids	+3
More than 9 Planetoids	+6
Stellar Body Proximity	
Point Blank	+5
Short	+4
Medium	+3
Long	+2
Extended	+1

then enter it. Once there, it can approach an asteroid field, once more at Point Blank range, to enter it.

Entering an aggregate requires no skill test; it counts as a free action.

Warping Out

It is not recommended to try to leave a stellar system or a nebula with FTL drives. As FTL drives inflict some minute damage to subspace, the heavy traffic happening in star systems would soon rip subspace to pieces, hampering further warp travel. The second reason is traffic itself: it is more difficult to calculate a safe route out of or into a system if many ships are traveling within. Finally, the heavy gravitational fields due to planets, stars or asteroids cause great disturbances in subspace, making things even more difficult.

Warping in a stellar aggregate is impossible because the insides have to be monitored closely beforehand in order to calculate a safe route. Warping out of a solar system or a nebula is dangerous, yet possible. It's impossible to warp out of an asteroid field.

Warping out requires a Science: Space (Subspace Dynamics) test at TN 20, taking a full-round action, modified following Table 2.1. Warp travel cannot attempted if the roll is failed (the ship would be instantly destroyed). If the ship is near a star, strange temporal effects occur – the ship can be forwarded or sent back in time; the effects are almost impossible to guess (see the Slingshot effect maneuver in *Starships*, p.29).

Asteroid Fields

Asteroid fields are aggregates of rocks moving randomly. They can be more or less dense (see *Narrator's Guide*, p.171). That makes them difficult places to navigate, and even more dangerous places to fight in, since asteroids can be quite big, and collisions with them are often fatal.

Navigating an asteroid field is difficult work, that requires skill on the part of the helmsman. Depending on the asteroid field density, the TN for piloting rolls may increase. It may also be necessary to know what kind of asteroid is near a ship; during a round, there are a random number of asteroids near a given ship (Point Blank range); this number and their characteristics change at the following round (unless the ship desires to follow one of them). If the characters are looking for a particular asteroid Size, and that it is not near their ship, just decide (unless the plot indicates otherwise) that they find one, at Medium range.

Asteroid field characteristics can be found in Table 2.2.

Density: This indicates the overall density of asteroids in the field.

Helm Penalty: Every helm test or maneuver suffers this penalty while in the field. If a Failure happens on any helm roll, the ship suffers a minor collision (see p.45) with one of the asteroids (randomly determined) situated at Point Blank range. For a Complete Failure, a major collision takes place; for a Catastrophic Failure, a full collision occurs.

Tactical Penalty: As asteroids block the normal aim of the ship, these penalties are applied whenever weapons have to be fired when in the field, or when targeting a ship inside the field (even if the acting ship is not in it).

Sensor Penalty: Asteroids generate a lot of interference that hamper the sensors' normal functions, and make readings more difficult to decipher. This penalty is applied whenever a ship wishes to use sensors in a field, or towards an object in the field.

Ext'd Sensor Test TN's: Asteroid fields are very difficult to scan thoroughly – it takes much time to check every formation in the field to find something precise. Following the manner of Tables 7.2 and 7.3 in the *Narrator's Guide* (p.102), apply this multiplier to determine the overall TN of the extended text that has to be conducted to scan the whole asteroid field.

Asteroids At Range (1): Roll on this column to find out how many asteroids are at Point Blank range (1) during a given round. To know the Size of a given random asteroid, roll 2D6 on Table 2.3.

An asteroid has as much structure as 5 times its Size, and a protection equal to 5.

TABLE 2.2: ASTEROID FIELDS CHARACTERISTICS

Density	Helm Penalty	Tactical Penalty	Sensor Penalty	Ext'd Sensor Test TN's	Asteroids At Range (1)
Scarce	+1	+2	+1	TN x 10	1
Light	+2	+3	+2	TN x 15	1D3
Medium	+4	+5	+3	TN x 25	1D6
Heavy	+6	+8	+4	TN x 50	2D6

TABLE 2.3: ASTEROID SIZES

Roll (2D6)	Size
2	17
3	14
4	8
5	6
6	3
7	4
8	5
9	7
10	10
11	12
12	20

Stellar Phenomena

Wormholes

Entering a wormhole is normally impossible for a ship; most wormholes' entrances have the size of a pin needle. Moreover, exit points are often random.

Some wormholes are however stable, like the Bajoran Wormhole discovered near Deep Space Nine. Entering a wormhole requires to approach it at Point Blank range. Some must be opened with the emission of a precise kind of particle; this decision, and the required test, is up to the Narrator.

Comets

Comets are relatively small and rare objects. Yet, it is possible to try to enter a comet's tail to hide, or to land on its core. To determine a comet's Size, just use Table 2.3.

Entering a comet's tail requires to approach the comet at Medium range at least (Point Blank is required only for landing attempts). A System Ops (Flight Operations) is required at a TN of 15 to adjust for the comet's course and speed. Any change in the starship's course (like the use of a Helm maneuver) means the test has to be taken again.

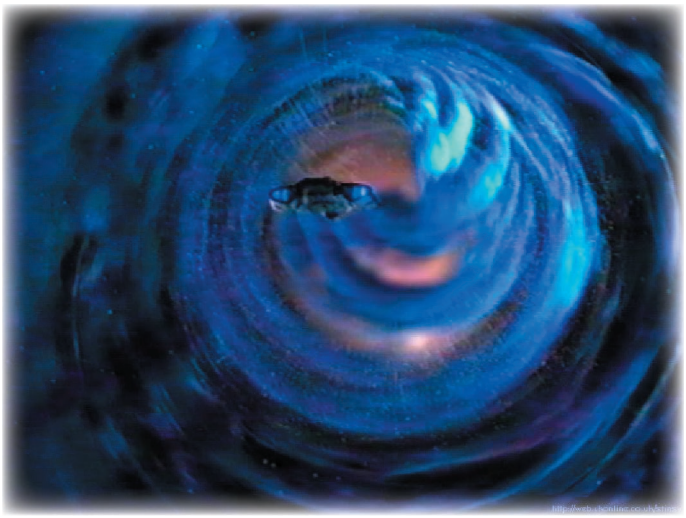
When in a comet's tail, all base sensor TN's (in and out) are increased by +4 because of the interference generated by the fine particles there. While a ship stays in a comet's tail, it suffers 1 point of structural damage per round.

Itineraries

Sometimes, a specific combat requires a ship to go from point A to point B on a battlefield – think of the Operation Return, led by captain Sisko to take back Deep Space Nine from the Dominion: the aim of the Federation forces was not to destroy the enemy, but to pass through their lines.

This can be modeled using the one-dimensional range scale used in the Star Trek RPG. Just assume to destination point to be a fictive celestial body, or a target, and then decide how many range increments separate the ship from it at the beginning of the battle.

Enemy ships can position themselves between the traveling ships and their destination (see the Intercede maneuver, p.52).



PLANETARY OPERATIONS

Orbital Operations

Stations Maintaining Orbit

Many stations orbit stellar bodies: planets, nebulae, even wormholes or black holes. That allows them to maintain their situation around the body they study, or provide access to, with a minimal use of power.

Orbits are always decaying because of frictions with the upper layers of atmospheres, of varying gravitational fields, or of minute but repetitive impacts of interstellar dusts. This modifies the stations' vector and therefore the orbit.

The role of orbital correctors is to keep the orbit steady. These minute thrusters located on the stations' surface orient it so as to divide evenly the friction with the atmosphere, therefore keeping the orbit level.

CELESTIAL MECHANICS

As far as celestial mechanics go, celestial bodies are not static. Planets, asteroids, comets, even star systems and nebulae move.

But over the course of starship combat or approach, these moves are not very important, and as such celestial bodies can be considered immobile. If such a reasoning is impossible, ships can always be considered as immobile relatively to celestial bodies (at least until they decide to move towards or away from them). It's just a matter of simplifying the representation of the battlefield.

Of course, you may sometimes need a celestial body coming in and zooming out at great speeds; in this case, just treat it as a moving ship set on a determined course.

In normal times, no roll is needed – the orbital corrections are automated. However, when an event aggressively disturbs the orbit, corrections have to be made by the officers.

A decaying orbit can be a serious problem, because if it is left unattended, it goes exponentially worse. As the station closes to the object it orbits, it falls more and more quickly towards it; the situation worsens, leading eventually to a terrible crash, or to fatal damage to the base's structural integrity.

The state of orbital decay is expressed in points ranging from 0 to 10. At 0, the orbit perfectly level; if it reaches 10, it has failed completely and has become impossible to correct. In this case, station personnel and passengers have 2D6 rounds to evacuate the facility.

A station gains orbital decay through combat damage (see Orbital decay, p.57). If the orbital decay reaches 5, the station loses one additional point of orbital integrity per round.

Orbits can be corrected in emergency situations – mostly, in combat – to avoid crashes. To do so is a full-round action, usually attempted by the Operations officer. The roll involved is System Operations (Flight Operations), and the TN is equal to 10 + the level of orbital decay. Modifiers due to the orbital correctors apply.

In the case of a Complete Success, orbital decay is reduced by 1. For a Superior Success, reduce it by 2 points; for an Extraordinary Success, reduce it by 3. In case of a Disastrous Failure, orbital decay is further increased by 1 point. Rolls can be attempted each round until orbit is restored.

Example: Starbase 47 has suffered an attack by rogue Klingons, and orbital decay equals 8 – a pretty dangerous situation. The station is equipped with SBT-1 orbit correctors (orbital operations modifier: -1). Lieutenant Wells attempts to correct the orbit, and rolls 22 (after taking into account the orbit corrector modifier). The TN being 18 (10 + 8 or orbital decay), this is a Complete Success and the orbital decay equals 7 at the end of the round. However, since orbital decay is more than 5, at the following round, it increases, going back to 8. Things are not looking good for the population of Starbase 47.

Establishing Orbit

The easiest way to monitor a stellar phenomena, a planet or a star is to establish orbit with it. It is possible for starships, or even stations equipped with sublight drives; smaller ships can even orbit around much bigger starbases. However, it is much more difficult for starbases to establish an orbit since they are much less maneuverable than starships.

To establish orbit, a ship or stations must first close at Point Blank range, then succeed at a System Operations (Flight Operations) roll (TN 10). Starships succeeding at this roll have an orbit correctly established; they receive the benefits of a full stop maneuver (+5 tactical maneuvers, -5 protection). Starbases succeeding still have to correct their orbit; they begin with an orbital decay of 3.

Atmospheric Operations

Atmospheres are very diverse. They can range from light and harmless gases to dense layers of corrosive material. Some planets even have no atmosphere.

The nature of the atmosphere is determined by the planet class (see *Narrator's Guide*, p.171).

ON THE THICKNESS OF ATMSOPHERES

Point Blank range represents 1,000 km from the target. But atmospheres are often much thicker than that – several thousands of kilometers at least.

When approaching a planet at Point Blank range, it is considered that the *upper limits* of the atmosphere are at Point Blank range.

Going deeper in an atmosphere is a matter of atmospheric operations.

Atmospheric Ranges

Ships that have successfully approached a planet at Point Blank range can choose to enter its atmosphere (or lack thereof – in what follows, we use the broad term "atmosphere" to refer to the region surrounding the planet's surface). Of course, only ships with atmospheric capability can descend in an atmosphere.

Atmospheres are composed of two layers, varying in density and distance from the planet's surface: Low Atmosphere and High Atmosphere. Low Atmosphere represent all that is close to the surface, or on it (landed ships, cities, geographical features). High Atmosphere is the height at which most atmospheric craft travel, and reaching open space at its upper limit.

These are as much as new range increments (they do not really represent distances, but atmospheric conditions), that represent the distance separating a ship in orbit from another one situated in the atmosphere. Weapon penetration, and all other penalties, are applied accordingly, because of the atmosphere's friction that reduce the weapons' impact, and planetary curvature that may hide targets from sight.

Example: A B'rel Klingon cruiser is in orbit; so it is at Point Blank range (1) of the planet. It tries to fire on a landed shuttlecraft. Since the shuttle has landed, it is in Low Atmosphere (2). Therefore, the shuttle is considered to be at Medium range (3) from the Klingons. As the penetration of the disruptors is 3/3/2/0/0, firing them would do 2 damage – provided they reach the shuttle.

Example: A Starfleet shuttle tries to stop a rogue Talon-class ship. The shuttle is in High Atmosphere while the Talon class is in Low Atmosphere; both ships are considered to be at Point Blank ranges.

Atmosphere Effects

Atmospheres have various effects, generally because of the resistance and friction they exert. Because of that; and because of the difficulties of atmospheric high velocity travel, where colliding with a building or a mountain is an ever-present danger, no ship can go faster than 30,000 km per hour in an atmosphere. Warp travel is out of the question.

Classical warheads break up harmlessly in atmospheres. Therefore, only specially modified torpedoes, called stratospheric torpedoes, may be fired efficiently in an atmosphere. Both kinds of missiles are available to ships, they can fire one or the other.

Atmospheres have various effects that are discussed in Table 2.4.

Planet Class: This is directly tied to the nature of the atmosphere.

Helm Penalty: Subtract this modifier to all atmospheric flight control operations.

Damage Per Round: Some atmospheres, because of their pressure or aggressive compounds, may inflict some damage on ships. Apply this damage for every round the ship passes in the atmosphere, unless it landed.

Atmospheric Maneuvers

Ships may either want to reach space or the planet's surface. This is done following the space combat rules.

To reach the surface (space, respectively), the ship has to perform enough Close maneuvers to reach the wanted layer of atmosphere, with "surface" ("space", respectively) chosen as Primary Target. There is one side effect to being in an atmosphere, though: no more than one range increment can be increased or decreased while in the atmosphere by any maneuver (preventing the use of Fast Attack and all such maneuvers requiring to close by more than one range increment in one maneuver).

Other than this limitation, atmospheric combat takes place just like regular space combat.

Landing requires to be in Low Atmosphere, and then the execution of the Land maneuver (see p.48). While landed, a ship benefits from some penalties and bonuses, depending on where the enemies are.

For enemies situated in the atmosphere, the landed ship loses -5 protection and -10 to its Tactical modifier; it is obviously not a good idea to be a sitting duck, with half of the weapons array turned towards the ground, while other ships are chasing.

Towards enemies situated in space (range 3 and more), however, a landed ship gains +10 protection, but still suffers from the -10 penalty to tactical maneuvers.

Example: The USS Voyager tries to enter the atmosphere of Earth (a class M planet) to land. It will have to perform at least two successive Close maneuvers to reach Low Atmosphere, before being allowed to perform the Land maneuver.

Ground Targets

Using the starbase construction rules, it is possible to set up buildings or city blocks (see p.20). Buildings do not get any bonuses or penalties when attacked from space or the atmosphere, other than those generated by the conditions the attacker is in, of course.

TABLE 2.4: ATMOSPHERE CHARACTERISTICS

Planet Class	Helm Penalty	Damage / Round
D, F	+0	0
G	-1	0
H, K, L, M	-2	0
J	-3	3*
T	-3	2*
Y	-5	3

* When in Low Atmosphere.

Specific Atmospheres

Some very violent atmospheres often have barriers than make approaches difficult, if not impossible. For example, miniature ion storms could rage in the upper layers of the atmosphere, inflicting important damage to ships trying to pass through.

The effects are generally plot-driven, and are left to the Narrator. Generally, it is just a matter of increasing – or decreasing – the modifiers on the sample atmospheres given in Table 2.4. For example, you could decide that in the atmosphere of the class M world you're designing, vicious storms create unstable air currents in the upper layers of the atmosphere; you could decide to increase the Helm penalty to -4 and inflict 1 point of structural damage per round to ships located in High Atmosphere.

Star Coronae

Stars can be considered to have an atmosphere, too. In fact, they have a coronae, made of dense layers of highly-energized plasma. Because of this, it is not often a good idea to try and penetrate a star's corona, but it is possible – and works just like classical atmospheric operations.

The two layers – High and Low Atmosphere – are both present, but they reflect the technical capabilities of the ship and not distances to the star's core – since a ship would be crushed by the star's pressure well before diving deeply into the corona. So, if for any reason, the ship is forced to descend lower than Low Atmosphere, it is instantly destroyed.

While in a star's corona, add +3 to the TN's of all helm rolls and apply 6 points of damage per round to the ship.

Crashes

Sometimes, ships do not choose to enter an atmosphere, but are forced to do so; they can even lose control while executing their approaches.

If a ship with an offline propulsion system finds itself at Medium (3) range or shorter of a planet (or similar celestial body, such as a star, a very large asteroid or a black hole), it will begin a slow but steady descent towards it. Each round, the range between the planet and the ship will decrease by one. When the ship is at Point Blank (1) range, it will continue to descend, first in High Atmosphere, then in Low Atmosphere, then it will crash.

To correct the situation, the only way is to get the propulsion system back online, if only for a few minutes, the time to establish orbit, or, if worst comes to worst, to ease planetfall.

The situation should be corrected in space before atmospheric entry – things are much harder to level after that. If the propulsion system is brought back online while being in space, the ship instantly stops losing altitude. If the system fails again while the ship is still in the gravity well, though, the fall resumes – so if the system threatens to fail again, it's a good idea to get farther than Medium (3) range.

If, however, the ship reaches the atmosphere, it is impossible to reach space again because the acquired velocity is too important, even if the propulsion system is brought back online or if the ship has atmospheric capability; it's only possible to try and minimize the impact of the crash. Consider the ship to have an orbital decay of 5. This evolves and can be corrected using the usual rules (use the ship's Helm modifier, corrected with all damage modifiers, instead of the orbital correctors' modifier); but the range still decreases at the following round, until the ship finally hits the planet's surface.

Any ship present in an atmosphere that lost more than half its structural integrity, or whose propulsion system goes offline, does not generate enough power to resist to the gravitational pull. It will automatically crash – that is, take the ship at its current atmospheric height and apply an orbital decay of 5. Then resolve things normally.

When the ship crashes, multiply the Size with the remaining orbital decay to determine the overall damage suffered. If the ship entered a star corona, a black hole or similar phenomena generating dangerous gravimetric fields, it is destroyed when it should reach the "atmosphere".

EXAMPLE: The saucer section of the Enterprise-D is forced to make an emergency landing. Entering High Atmosphere, orbital decay starts at 5. Commander Troi tries to level their entry, and manages to achieve a Complete Success. Orbital decay is reduced by 1; it equals 4 when the ship enters Low Atmosphere. Another correction yields a Complete Success, reducing the orbital decay at 3. The saucer section being Size 6, it finally suffers 3 x 6 = 18 points of structural damage.

YOU MUST CRASH!

Sometimes, the Narrator has designed an episode that requires the Crew to be stranded on a planet – involving generally a shuttle crash (*Star Trek Voyager* has done that on numerous occasions). How can you force a Crew to crash if they are cautious in their approaches?

Several solutions are available – you could design a particularly violent atmosphere, decreasing structure until half has been lost, putting the shuttle in a crash situation. You could also decide that as soon as the shuttle enters the atmosphere, it will be knocked ouf of control and begin a crash approach. Or even start your episode just after the crash, with all the players in the dire situation you devised, having to find a way out.

Vehicle Operations

As said previously, vehicles can operate in a variety of environments. Because of their intermediate scale, vehicles can interoperate with large craft (other vehicles, or even small starships with atmospheric capability), or people.

The set of rules used for simulating vehicle operations is therefore intermediary to the starships rules and individual personnel rules.

All points detailed previously can be applied to vehicles. Just apply the corresponding maneuver modifiers (maneuverability for helm, or tactical).

Operating Vehicles

On modern vehicles, such as those produced by star-faring powers, computer systems are usually similar to those used aboard starships; however, the quickness at which vehicles react, and the multiplicity of obstacles present in ground environments, requires the use of the System Operation (Fight Control) skill (see *Starfleet Operations Manual*, p.25).

Typically, at least two crew members are needed to operate a vehicle – one for the tactical systems and one for the steering. The same person can manage all tasks, with the according multiple actions penalties.

Pre-modern vehicles (typically those with speed factors ranging from 1 to 3) require the use of the Vehicle Operations skill group (see *Starfleet Operations Manual*, p.32).

When piloting the vehicle, add the Maneuverability bonus to the roll, and subtract possible penalties (due to the conditions, damage and so on). Also subtract the current speed factor at which the vehicle is travelling.

When firing the vehicle weapons, the Tactical bonus is added to the roll.

System Operations

Power Management

Complete Systems Shutdown

All power aboard a spacecraft can be shut down, for maintenance reasons, or if the systems need be completely reinitialized (note that this differs from Run Silent, *Narratoir's Guide* p.103). This is used very rarely, since restarting all systems is a slow and difficult process. All systems go offline: no power is available at all, with the exception of life support and operations systems that can stay online at minimal capacity.

Shutting down all systems first require to shut down the main reactor (see below), then an extended System Operations (Operations) skill test (TN 45, interval time of one minute). All TN's of the repairs on these systems are then halved, although the engineers must think of having independent power sources for tools, lighting etc.

If it has been chosen to retain minimal life support or operations systems, these are considered to have A reliability until all power is restored. Of course, they do not get the repair benefits of the complete shutdown, since they stay online.

Restarting Systems

Although restarting shut down systems is greatly computer-assisted, it is still a long and intricate task. All power relays must be reestablished, the protocols must be reinitialized, the systems must be checked.

Restarting the systems require an extended Systems Engineering test (TN 30) per system (base time interval: 1 minute). Corresponding specialties apply. If the life support or the operations systems were kept at minimal running power, the TN to restart them is lowered to 15.

Ship-To-Ship Transfer

Power can also be transferred from a ship to another, or to a starbase, by the use of the navigational deflector. This is a rather lengthy and dangerous process, that should only be used out of combat.

To do so, both ships must be static and have lowered their shields. The "donor" ship must then reconfigure its navigational deflector to emit a coherent energy beam toward the receiving craft; this requires an extended Systems Engineering (Navigational Deflector) test at TN 45 (test interval: 1 minute).

Then the donor ship chooses how much power to transfer – this happens just like the "Transferring power" rules (*Narrator's Guide*, p.99). The engineer inflicts voluntary damage to the ship's systems in order to restore the receiving ship's system, and must roll each power transfer accordingly.

Each power transfer takes one minute to perform. The damage inflicted on the donor ship is permanent until repaired; on the receiving ship, it lasts accordingly to the test result (from 10 to 20 minutes as per the classical rules).

If any test during the power transfer results in a Failure, the navigational deflector is burned out (see "Secondary Systems Damage", p.45) and cannot be used until repaired. If a Complete or a Disastrous Failure occurs, a feedback loop in the energy beam happens. The beam must be immediately shut down (Systems Engineering (Navigational Deflector) test at TN 25, only one attempt can be made) or the donor ship suffers as much damage as its Size x 3. The navigational deflector is then burned out and must be repaired.

Disrupting Warp Engines

As most of an enemy ship's power comes from its warp engines, it may be a good tactic to try to strand it by disrupting the normal flow of its warp energy. Doing so requires the focused emission of an inverse graviton pulse through the main deflector array. Obviously, this can only be attempted by a starship, on a starship equipped with a warp drive.

The ship's engineer must first generate the pulse with an Systems Engineering (Navigational Deflector) test at TN 25, taking a full round action. Then the pulse must be fired at Point Blank (1) or Short (2) range; that action is counted as a command maneuver against the ship's allowance. Firing the pulse requires a System Operation (Tactical) test with a TN equal to the enemy's protection.

If any of those two tests fail, the navigational deflector burns out.

If the pulse succeeds, however, the propulsion system of the targeted ship is taken off-line; it and gains all the advantages pertaining to the Full Stop maneuver. No core overload happens, and the propulsion system can still suffer damage – continue to mark it off on the corresponding track.

At each round, starting with the following one, the ship may roll a reliability test for the propulsion system (TN 10). When the test succeeds, the propulsion system goes back online.

Shuttlecraft Operations

Launching And Retrieving Craft

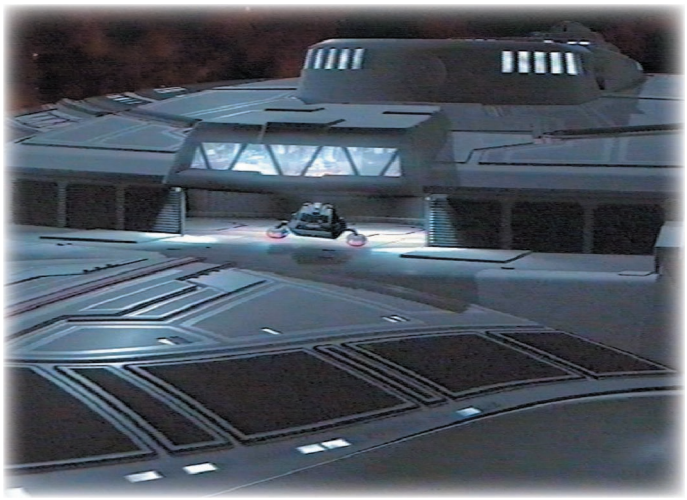
Launching and retrieving shuttlecraft is pretty straightforward. Shuttlebays are protected with light forcefields that allow the passing of spacecraft, yet retain the atmosphere safely within the dock. Of course, in case of an emergency, shuttlebays can be depressurized, and isolated with airtight bulkheads.

To launch or retrieve shuttlecraft (or fighters), the mother ship must stabilize its attitude, going relatively stable for some seconds. One craft per bay can be launched in replacement to a classical maneuver; this counts as a command maneuver, so any previous maneuvers giving bonuses might be lost.

Launching (or retrieving) craft requires a ship to lower its shields for the whole round.

It's however possible, albeit risky, to open only a small window in the shields to allow the passage of small craft. Doing so requires a System Operations (Shields) test at TN 15. In case of a failure, no craft cannot leave or reach the ship. No matter what happens, the acting ship loses -5 protection until the following round.

Departing from a ship's shuttlebay follows the rules of the Take Off maneuver (see p.50). Going back in means following the classical



approach maneuvers (closing with the mother ship until being at Point Blank (1) range). However, if the mother ship is moving, the shuttle has to establish Match Speed before being allowed to board. This then requires the use of a Land maneuver by the shuttle (see p.48).

Emergency Docking Operations

Sometimes, heavily damaged shuttlecraft cannot board mother ships correctly. In this case, emergency forcefields can be put in place, in order to try and slow the incoming craft.

Setting up these emergency forcefields requires a System Ops (Operations) test at TN 15. This is a full-round action.

If the shuttle fails its Land maneuver while the emergency forcefields are in place, the damage suffered is halved.

Transporter Operations

Deflecting Transporter Beams

It's possible, but quite difficult, to deviate a transporter beam in order to have it rematerialize elsewhere than the intended location. Doing so requires knowing precisely when to act; that implies having inside knowledge, or detecting the beam just as it is emitted, and acting within the round.

This requires a System Operation (Tractor Beam) test at TN 20. A complete failure or worse means the tractor beam emitters suffer damage; they burn out.

Turning A Replicator Into A Transporter

Replicators and transporters are based on the same technology – using a molecular imager and an Heisenberg compensator, they disassemble and reassemble matter.

A skilled technician can try to turn a replicator into a transporter by re-aligning the energy-conversion matrix. This only applies for the transporting of objects that can fit in the replicator of course.

Doing so requires a System Operation (Transporters) test at TN 15. Failure means the object transported will be destroyed.

Transporting Through Shields

The normal operation of shields prevent any transporter beam from going through. Trying to beam through an active shield means having a way to circumvent this limitation.

Knowing the enemy shields' modulation is a way – it then requires a System Operation (Transporters) at TN 15 to reconfigure the transporter system. This can also be attempted so as to beam through cloaks, provided the crew knows or accessed the cloak frequency.

Many maneuvers force shields to drop – during this time, crew members can beam over enemy ships without problems.

Some circumstances may drop shield partially, opening shield windows – like when a ship is launching or retrieving craft, or when a dimple is punched through the shields (see the Shield Dimple maneuver p.52). Transporting people in the short time the window opens requires a System Operation (Transporter) at TN 15.

Transporter beams may finally be carried aboard enemy ships using radion beams; tachyon bursts are another way to disrupt the shield modulation, allowing for a transporter beam to pass through. As this uses the navigational deflector, only starships may attempt this trick. In the same round, first an Systems Engineering (Navigational Deflector) roll at TN 20 is needed to configure the system (a Complete Failure or worse burns out the deflector). Then a System Operation (Transporters) at TN 15 is required just after that.

Mis-rematerialization

When trying to use transporters in ways that are out of the ordinary (site-to-site transport, transporting through shields...), there is a great risk involved for the subjects.

A Complete Failure or worse at any System Operation (Transporters) means the subjects fail to transport, and drop instantly to Near Death health status as they incorrectly rematerialize (as for a failed intraship beaming, see *Narrator's Guide* p.108).

Masking Transporter Use

Transporters, being an intricate process, generate a vast power output that doesn't go easily unnoticed on sensors and tricorders. However, it's possible to force the computer system to hide transporter use. This is done through a classic Computer Use (Invasion) test. Any

attempt to find out what really happened would require an opposed test, implying Computer Use (Invasion) as well.

Communications Systems

Information is all. In a conflict, or even in a war, having information before the other side is one of the keys to victory. For this reason, communications systems can be vital aboard a ship. That's the duty of the communications, or operations officer.

Secured Channels

Some matters are too grave to be discussed freely on the opened channels of subspace radio, even if all channels are secured to some degree. Secured channels offer more privacy; the communications are encrypted using the latest and strongest algorithms known. Such channels must be decrypted with the appropriate code (usually the personal code of the person to whom the message is destined).

Secured channels are broken down following their level of priority (Table 2.5). They increase the TN of any Computer Use (Invasion) tests rolled to decrypt the communication.

Priority One: As the name indicates, these communications are top priority. They are usually reserved to dire emergencies or top secret data such as ship specifications.

Priority Two: These communications carry sensible data that must not fall into the wrong hands, such as fleet movements and positions.

Priority Three: These messages carry sensible information that should be protected in some way – such as regular mission orders or personnel files.

TABLE 2.5: SECURED CHANNELS

Priority	Invasion TN Modifiers
One	+15
Two	+10
Three	+5

Interference

A ship can generate energy fields mimicking ion storms in order to interfere with another's sensors and communication systems. Doing so requires inflicting one point of damage to any system, then an Systems Engineering (Navigational Deflector) test. The TN of this test is equal to 15 + the level of the ion storm effects generated, to a maximum of 8 (*Narrator's Guide* p.231). Only the penalties to communications and sensors are applied. The effects last for 10 minutes (15 for a Superior Success, 20 for an Extraordinary Success), and act on every ship from Point Blank (1) to Medium (3) range – friends and foes alike.

If the Systems Engineering roll is a Complete Failure or worse, the navigational deflector burns out. In any case, the damage point is still spent.

Sensor Operations

Warp Signatures

Ships going to warp leave a unique trail in subspace that can be tracked and identified, called a warp signature. This is relatively easy to find, although it fades over time: a warp signature can be detected with a System Operation (Sensors) test. The TN of this test equals 5 + 3 for every two hours after the passage of the ship.

Detecting Cloaked Ships Alone

When sensors aren't powerful enough to penetrate enemy cloaks, some tricks are available to crew trying to locate ships.

Antiproton beam and tachyon pulses can sometimes destabilize cloak modulations, allowing ships to see them for a short while. Generating this kind of energy needs a navigational deflector, hence limiting the trick to starships. Antiproton beams work up to Medium (3) range, while tachyon pulses work up to Extended + 1 (6) range. They must be generated in the supposed general direction of the enemy ship;

hence, they can be fired only if the presence of a ship is suspected, and will reveal only one ship at a time.

Generating the emission requires an Systems Engineering (Navigational Deflector) at TN 15. If the result is a complete failure or worse, the navigational deflector burns out.

If successful, the cloaked ship appears on the sensors; the cloak can be remodulated immediately by its operator (provided he still can perform actions) with a System Operation (Cloaking Device) at TN 10. In case of a success, the ship vanishes immediately to sensors; no precise fix on its position can be obtained – it merely showed there was a ship present. In the case the cloak operator fails, remodulating the cloak can be attempted once per round afterwards, but giving as much time to the other ship to pinpoint the cloaked ship's location.

Cloaked Ships Betraying Themselves

Cloaks are not perfect – there is an ongoing technological war between cloak and sensors developers. Cloaks do their best to mask the energy signature of the ship they protect, but there are some ways in which a careless ship might betray itself.

The first phenomenon can appear at warp speeds. When pushed, the engines of a ship leave a warp signature like any other's. If a cloaked ship goes higher than warp 6, it leaves a signature.

Another blunder, much more straight-forward, is simply when the ship passes through some material that may deposit itself on the hull, such as magnesite ore. If this happens, the effects of the cloak are nullified.

Finally, a special detection net can be put in place – fifteen or more ships must place themselves as the meshes of a network, then fire continuous tachyon beams. This tachyon detection grid allows the member ships to detect immediately any ship passing through the net, with a System Operation (Sensors) at TN 5.

Flying Blind

If the craft's sensor systems are knocked out, the vessel is blind. This involves a -8 penalty to all maneuvers.

Shield Operations

Several "tricks" can be attempted to reinforce failing shields. However, these are unconventional uses of the craft's system, and because of their difficulty, they should only be used in emergency situations.

Regenerating Lost Shield Strength

Shields are bound to lose strength in battle; it's necessary to reestablish this strength afterwards.

To do so, the shields must be lowered. Then the rules labeled "Reinforcing Shields" p.106 of the *Narrator's Guide* apply; however, since the operation is done in no hurry, no power transfer is required, but each test takes fifteen minutes.

Warp Power Through Shields

A ship can attempt to route the subspace bubble generated by its warp drive to reinforce the shield bubble. Doing so requires, of course, the presence of a warp drive aboard.

To route warp power to the shield bubble, the engineer must inflict an intentional damage point to the propulsion system. The shield system must still be online. Then an Systems Engineering (Shields) test at TN 20 is required; add the propulsion system reliability modifier to the roll. If the test succeeds, 2 points of shield strength are restored for a Marginal Success, 3 for a Complete Success, 4 for a Superior Success and 5 for an Extraordinary Success.

If the test fails, the propulsion system still takes damage, and the shield system takes one point of damage as well.

Only a starship can attempt this trick.

Deflectors Feedback Loop

By establishing a resonance feedback between the navigational deflector emitter and the shield grids, the ship can try to enhance its shield strength. Only ships can attempt this.

Establishing the resonance requires an extended Systems Engineering (Shields) test at TN 50 (interval: one round). If the roll succeeds, the shields current strength and protection are doubled. The loop must be maintained each round with an Systems Engineering (Shields) test at TN 15.

If at any time, one of these rolls fail, that means the energy increase was more than the system could tolerate; the navigational deflector is burned out, and check all remaining shields damage track, taking them offline.

Tachyon Pulse And Antiprotons

This trick is not very widely known; it takes advantage of the special nature of subspace near the shield bubble.

It implies remodulating the shield to emit a beta-tachyon pulse; then antiprotons are emitted into the shield bubble. This technique multiplies the current shield strength and threshold by ten.

To execute it, a successful Systems Engineering (Shields) must be executed (TN 25), counting as a full round action. The test must be conducted for each round the engineer wishes to maintain the

overload. If such a test fails, shield strength and threshold is reduced to 0, and mark off all remaining damage tracks of the shield system.

Sirillium

Sirillium is a type of gas found in some nebulae. The energetic properties of the gas allow a temporary boost of the shield generators.

Doing so requires to a nebula containing sirillium gas nearby (Point Blank (1) range).

Feeding the sirillium into the shields requires an Systems Engineering (Shields) test, TN 10. If the roll succeeds, one point of damage to the shield system is restored for 1D6 rounds.

Boosting Shield Threshold

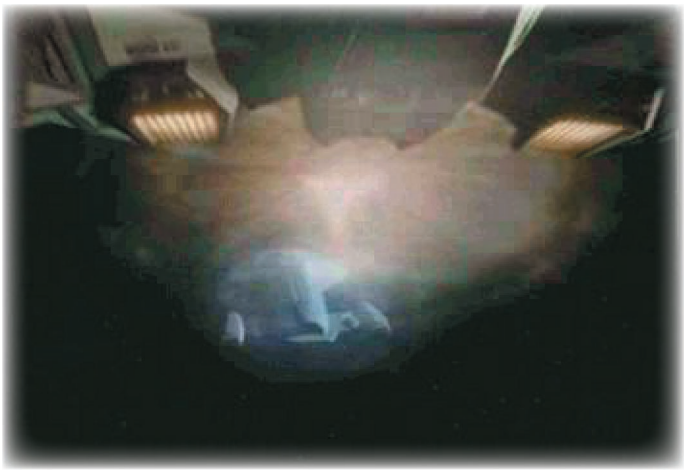
A shield's lost threshold can be restored, following the rules described as "Reinforcing Shields", *Narrator's Guide* p.106. The power transfer and the test are the same – but, prior to attempting the boost, the engineer must decide if he wants to reinforce lost shield strength or threshold.

If the subsequent Systems Engineering (Shields) test scores a Superior Success or better, one point of threshold is added to the shield.

Masking Shield Harmonics

Most sensor systems determine a spacecraft type by comparing its shield harmonics to a database of known signatures. Therefore, it's possible, by modifying shield harmonics, to pass for another vessel. It only works for as long as the shields are up, and it's more difficult to try to pass for a specific ship than for a generic ship of a class. The ship must also have had access to the precise specifications of the shield harmonics it's trying to forge.

Trying to behave like a generic ship (or station), such as a Galaxy-class starship, requires an extended Systems Engineering (Shields) at TN



35 (interval one round). This also lowers the shield protection by two units.

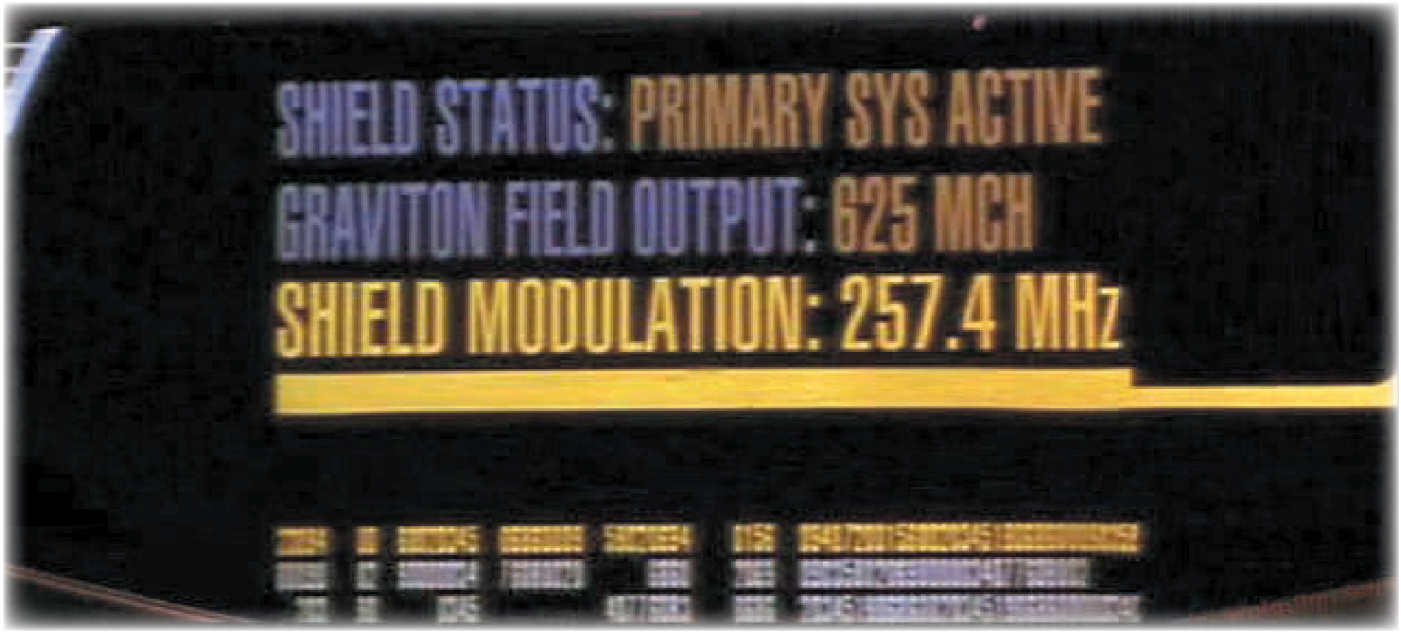
Trying to pass for a specific ship (such as the USS Enterprise) requires the same test, but the TN here is 50, and the shield protection is lowered by five units.

Spacecraft scanning the masking ship must achieve an Extraordinary Success to see the deception.

Collapsing Enemy Shields

Other than regular attacks, there are many ways to try and collapse the shields of an enemy; they are often used in desperate situations, or require a minimum of planning.

If personnel has access to the enemy's shield system, it's possible to plant there a phase inverter. This requires someone near the system and an Systems Engineering (Shields) test at TN 10. If successful, the shields will collapse and will not activate again for as long as the device is in place. Once removed, the shields are back to their former strength.



Tactical Operations

These unconventional operations are as much "tricks" developed by seasoned officers who found ways to improve, albeit temporarily, the efficiency of their weapons.

Pulse Phaser Advantages

Pulse phasers have an excellent penetration a Point Blank (1) range, but the energy disspates much quicker than regular phasers, making them less efficient at a distance. However, their ability to fire in salves can make them deadly.

Whenever a tactical officer fires pulse phasers, he can choose to fire a short spread. Intentionally lowering the weapon's penetration by -1, he thus gains +3 to the skill test made for attacking. Or, he can decide to concentrate fire in a short salvo: he then takes a -3 penalty to his skill test to increase the weapon's penetration by +1. All these modifications can be decided as free actions, and are calculated when the maneuver takes place — they last only for the said maneuver, however. They can be taken again after that of course.

All these bonuses do stack with other maneuver's particularities, such as Spread or Multifire.

Reinforcing Beams

Just like shields can be reinforced, it's possible to increase the penetration of beam weapons for a short time.

To do so, apply one block of damage to any system. Then roll an Systems Engineering (Weapon Systems) at TN 20 minus the weapon's system reliability modifier.

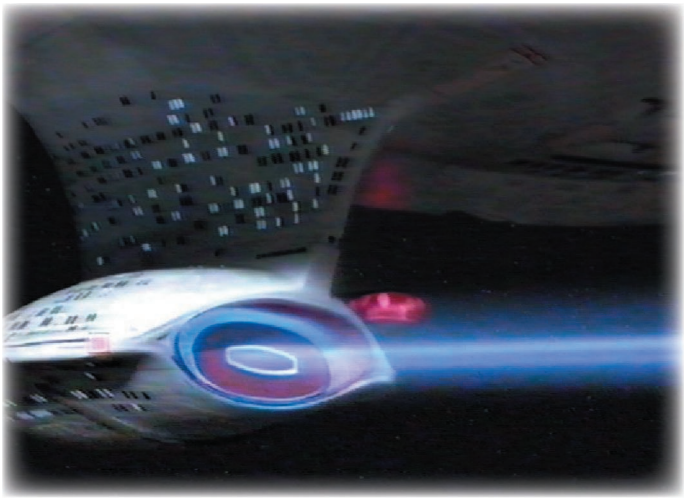
If the test is a success, the ship gains the Enhanced System (Beam Weapon) edge for 10 minutes (15 minutes for a Superior Success and 20 for an Extraordinary Success), or until the weapon system suffers damage.

In case of a failure, the damage point is still spent.

Navigational Deflector As Phaser

If the weapons systems of a ship are knocked offline, a daring commander may try to emit one last beam by channeling energy through the navigational deflector. This only works if the ship is equipped with at last one beam weapon and a functional navigational deflector, of course.

Doing so requires an Systems Engineering (Weapon Systems or Navigational Deflector) at TN 15. The deflector is then charged; it can be fired as a normal beam weapon, only one time, with a penalty of -3 to attack rolls and using the beam weapon penetration reduced by one for all range increments. Once the deflector has been fired, it is burned out.



Boosting Emitters

This trick only works with beam weapons. The goal is to reroute power from all emitters to only one of them, thus increasing its power. For example, the phaser energy could be released as a compressed pulse wave, mimicking pulse phasers.

To do so, apply one block of damage to any system. Then roll an Systems Engineering (Weapon Systems) at TN 15 minus the weapon's system reliability modifier.

If the test is a success, the penetration of one range category receives -1, while another receives +1. This lasts for 10 minutes (the process can be terminated before as a a free action), or until the weapons systems suffers damage.

If the test fails, the damage point inflicted remains.

Example: Ltn. Torres tries to increase the penetration of the USS Voyager's phaser arrays (6/5/5/0/0). The roll is a success; she decides to reconfigure the phasers to penetration 7/5/4/0/0.

Beam Jacketing

It's also possible to extend the range of classical beam weapons (this is incompatible with pulsed weapons). To do so, the beam is focused inside another one acting as carrier wave, therefore reducing energy dispersion.

To do so, apply one block of damage to any system, as per the "Transferring Power" rules, *Narrator's Guide* p.99. Then roll an Systems Engineering (Weapon Systems) at TN 10 minus the weapon's system reliability modifier.

If the test is a success, the last positive penetration damage is swapped with the zero following it (the trick cannot be applied if the weapon's range already reaches Extended range). This lasts until the process is terminated (as a free action), or until the weapons systems suffers damage.

Example: Mr. LaForge tries to jacket the Enterprise-D's phaser beams (penetration 6/6/6/0/0). The roll is a success; the new penetration is therefore 6/6/0/6/0.

Phasers As Lighting

Beam weapons, with their highly focused energy, also give off light that can be used in dark environments.

Reducing the penetration value of beam weapons to zero (*Starships* p.20) also allows the beams to bounce on reflective surfaces.

Systems Compatibility

Salvaged – or stolen – pieces of technology need sometimes be installed on spacecraft hailing from other species. That is not necessarily difficult, if both species have a relatively similar technology.

Installing a foreign piece of technology aboard a starship requires an extended Systems Engineering with an interval of one hour; the TN's are listed in Table 2.6. Relevant specialties apply.

A reliability test has to be done every 6 hours to make sure the system doesn't fail (consider it to have C reliability). If it fails, it has to be installed all over again.

Older (or very modern) versions of systems can also be installed on spacecraft – the TN increases depending on the time difference separating the system's era of origin and the craft's. See Table 2.7.

TABLE 2.6: TECHNOLOGY COMPATIBILITY TN'S (SPECIES)

	Borg	Cardassians	Federation	Ferengi	Klingons	Romulans
Borg	–					
Cardassians	100	–				
Federation	100	75	–			
Ferengi	100	75	125	–		
Klingons	100	75	75	125	–	
Romulans	100	75	100	125	100	–

TABLE 2.7: TECHNOLOGY COMPATIBILITY TN'S (TIME)

Time Difference Rel. To Ship	TN Modifier
Every –100 Years Before That	+75
–300 Years	+50
–200 Years	+35
–100 Years	+20
–50 Years	+10
0	0
+50 Years	+10
+100 Years	+25
+200 Years	+50
+300 Years	+80
Every +100 Years Beyond That	+120

Spacecraft Upgrades

Over time starships and stations are improved, their systems replaced, upgraded. Spacecraft can even be completely remolded during refits, changing their architecture and, sometimes, role.

Upgrades

Ships can be upgraded with the allocation of advancement picks (see *Starships* p.33). However, apart from buying additional space or maneuver modifiers (which comes as the vessel hones itself), this process also takes time.

Adding a new system, edge or removing a flaw takes a whole week during which the ship has to be immobilized.

If the work can be done at a station, it takes one day less; and the number of days is further shortened by the modifier of any present engineering facilities. For example, a Class 3 facility (+3) would put the downtime at 3 days (7 days minus 3 + 1).

Refits

Refits are lengthy processes during which the whole spacecraft architecture is thought over again from scratch, like for the Constitution or Excelsior classes, which underwent considerable upgrades during their production cycle.

To refit a ship, remove all systems and flaws and use the basic space allocation for its Size – only the maneuver modifiers and edges remain, at no cost. The main interest of a refit is that the ship (or base) can see its Size increase by one unit. Then the basic space for the new Size is used; structure can be bought with space, as if the ship was entirely new. Then, add all systems, spending the right amount of space. If the Size increase allows for an additional maneuver modifier, add it if the classification allows.

A refit takes 6 months at least, and do not require any expense of advancement picks from the players. This is something decided by the Narrator, when the ship class needs to be wholly upgraded. Advancement picks spent to install new systems and space are not refunded.

CHASES

Ships often try to chase one another. Chases rarely happen at sublight speeds, because tractor beams can be locked on targets, preventing them from escaping easily.

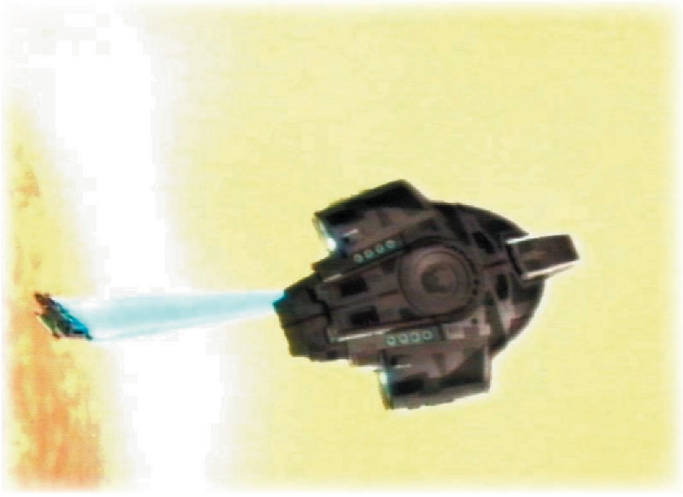
Sublight Speeds

Tractor Beam Locks

The rules for tractor beams can be found p.139 of the *Narrator's Guide*. One tractor beam allows a ship to tow a ship up to the active ship's Size-1; if it desires to tow bigger ships, it will have to lock other beams on the target – each additional beam increases the towable Size by one. Of course, the craft's geometry must not prevent this.

Establishing a lock requires the use of a Tractor Lock maneuver (see p.55). Reasonable captains, when locked by tractor beams, will allow their ships to be boarded. Some other, however, are desperate to escape and are willing to do anything. A locked tractor beam can be disrupted with a feedback pulse, a plasma surge, an optronic pulse, a particle beam or a polaron beam along the tractor beam. Doing so requires inflicting one damage point to the operations system then a successful System Operations (Operations) test, with a TN of 25. This can be only attempted once. The officer can sacrifice its navigational deflector to lower the TN of this test to 15.

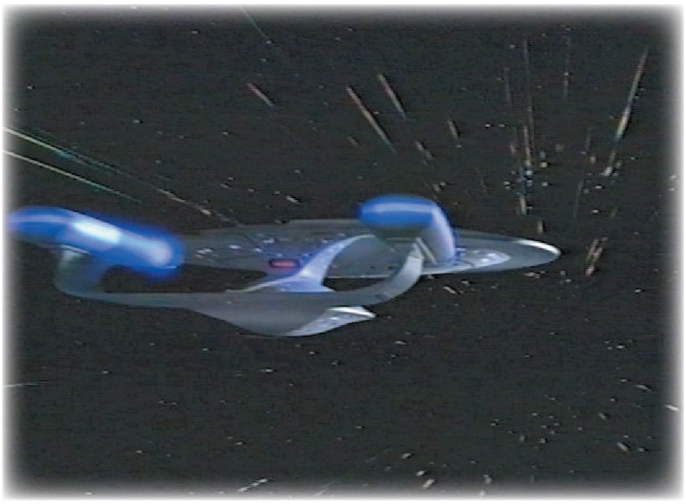
Escaping a tractor beam can also be achieved through talented piloting. The two ships take an Opposed Test; the trapped one has to attempt a Helm maneuver, and the attacker's operations system must take a reliability test, with a +2 bonus for each beam additional locked after the first. If the Helm maneuver is a Superior Success or better, the locked ship manages to escape.



Escaping

If combat is engaged and no ship managed to get close enough to establish a tractor beam lock, a ship may wish to try to escape to warp.

Before being able to engage its FTL drive, the acting ship has to leave the battlefield. That either requires to reach Extended + 1 (6) range versus all ships targeting the acting ship or, much simpler, to succeed at a Disengage maneuver so as to leave the battlefield. A ship can however be followed at warp speeds – the chase continues.



Warp Speeds

Ranges

As with normal combat, range increments (from Point Blank (1) to Extended (5)) apply in warp combat.

The initial range separating ships is established depending on the time at which they went to warp. The distance separating both ships is equal to the number of rounds separating the moment they went to warp, plus one.

Example: The IKS B'moth chases a Jem'Hadar attack ship. The Klingons go to warp three rounds after the Jem'Hadar in order to pursue them: they are at Long (4) range.

Warp Pursuits

When at warp (or in quantum slipstream, at transwarp...), a ship can try to outdistance its pursuer, while the chasing ship may try to reach its target.

To do so, both helm officers roll an opposed test under System Operations (Flight Control), and each add the warp factor at which they are traveling (rounding down). This doesn't count as a maneuver.

If the pursuer achieves a Complete Success, the range is decreased by 1; by 2 for a Superior Success and by 3 for an Extraordinary Success – it goes the other way round if the chased ship wins.

If the chased ship manages to reach Extended + 1 (6) range, it escapes and is lost.

No classical Helm maneuver may be used while at warp.

Warp Combat

Warp combat can only take place at Point Blank (1) range (use the first penetration value). All Tactical maneuvers may be achieved then; however, only one might be executed per round. Since torpedoes are equipped with micro-warp drives, they can be fired a FTL speeds; as beam weapons travel slower than the speed of light, they may

not be fired unless ACB jacketed (see *Starships*, p.27). No command maneuver can be used at warp.

Stopping A Ship At Warp

Stopping a starship at warp speeds implies the use of a tractor beam. This is a very risky maneuver, because of the tremendous gravimetric stresses suffered by both ships.

First the acting ship must have caught up with the ship it pursues. Then, it must establish its tractor beam lock (at warp speeds, the pursued ship must be willing to be locked on; otherwise the lock cannot be established), then it slows down at impulse with a System Operation (Flight Control) test (TN 20). If this fails, the attempt fails and both ships suffer 5D6 + 10 damage. In the case of a Disastrous Failure, both ships are destroyed, ripped apart by the gravimetric shear.

TABLE 2.8: COLLISION DAMAGE

Type	Damage
Minor Collision	One quarter of the other ship's current structure + remaining shield strength
Major Collision	Half the other ship's current structure + remaining shield strength
Full Collision	The other ship's current structure + remaining shield strength

TABLE 2.9: SECONDARY SYSTEMS DAMAGE

Roll (2D6)	System
3	Escape Pods
4	Medical Facilities
5	Starship: Navigational Deflector* / Station: Orbital Correctors and Sublight Systems
6	Autodestruct System
7	Starship: Separation System / Station: Engineering Facilities
8	Personnel Transportation (Turbolifts...)
9	All Docking Facilities (Shuttlebays, Docking Ports and Pylons / Berths)
10	Recreational Facilities
11	Cargo Holds and Replicators
12	Transporters
13	Tractor Beams
14	Science Systems
15	Inertial Dampening Fields* and Shield Modulators**
16	Communications Systems
17	Internal Security Systems (Brig, internal and emergency forcefields...)
18	Fire Suppression System

* See p.47 for effects at warp speeds.

** Prevents any modification in shield modulation.

Warp In And Attack

When an officer desires to have an element of surprise, a technique often used is to warp in just above the target. To do so, the flight control officer must calculate precisely the emergence point; he must succeed at a Space Sciences (Astrogation) roll with a TN of 20. Additionally, for this technique to work, the target must not be aware of the attacker's presence.

If the roll is successful, the acting ship drops out of warp at Point Blank range and gains automatically the combat's initiative.

If failed, the acting ship drops out of warp at random range (roll 1D6, 1 being Short (2) range and 6 being Extended + 1 (6)); the attacked ship gains initiative.

Wormhole Travel

Pursuits and combat in wormholes happen a lot like in normal space. Follow the rules for sublight speeds combat and chases; however, because of the tightness of wormhole space, only Tier 1 helm maneuvers, and no command ones, may be used while in a wormhole.

DAMAGE

Collisions

Collisions may occur – either as accidents or as intentional moves (as per the Ramming Speed (H) maneuver, *Narrator's Guide* p.119). Collisions might be very serious and often lead to catastrophic consequences – they are to be avoided whenever possible.

There are three types of collision severity:

Minor Collision: Both ships either brush each other as high speeds, or hit one another fully but at minimal speeds.

Major Collision: Both ships hit one another at medium speeds, but with different vectors, hence allowing each ship to escape the worst.

Full Collision: One (or possibly both) of the ships sets a collision course with the other, fully intending to ram it and do the maximum damage (like the Ramming Speed (H) maneuver).

When a collision happens, both ships suffer damage based on the other's remaining structure and shield strength – see Table 2.8.

Secondary Systems

As system damage goes, not only the critical systems are hit – secondary systems are too, and sometimes, these provide crucial functionality that can be direly needed at specific times.

If the Narrator wishes to add more detail to the damage received by ships, he can, at the same time and every tume a critical system is hit, roll 3D6 on Table 2.9 to determine what secondary systems fail completely – they cannot be used until repaired.

These can be repaired individually using the normal rules. Power can also be transferred to them using the classical rules. However, when one point of damage is repaired on a critical system, the engineer can choose to restore freely a secondary system as well.

If the roll indicates a system that is not present on board, roll again.

Reactor Overloads

The main reactor of the ship, or starbase (the warp core for Federation ships, the quantum singularity for Romulan ships...) is a delicate system, that, if destabilized in battle, may explode, resulting in the total destruction of the spacecraft. These rules develop the ones found in *Starships* ("Core Breach", p.34).

Each time the propulsion (or power, for a starbase) system suffers battle damage (and battle damage only), roll 2D6 and add the reliability modifier (*Starships* Table 1.4, p.9) of the corresponding remaining blocks. The TN for this test is 10. If failed, the reactor overloads (on a Federation starship, the warp core breaches). Roll 1D6 on Table 2.10 to determine the severity of the breach.

Depending on the situation and their judgment, the Crew have four solutions at their disposal to prevent the destruction of the craft: eject the reactor, shut it down, separate the ship (if possible) and leave the part with the reactor behind, or attempt to contain the overload.

Minor Overload: The integrity of the reactor is not harmed, but a secondary system fails, flooding Engineering and adjacent sections with harmful radiations and gases: all characters in Engineering suffer 6D6 damage – or casualties can occur (see "Casualties", p.47).

Major Overload: The main reactor is destabilized (for example, a warp core micro-fracture occurs). The Crew has 2D6 rounds to contain the situation, otherwise the reactor automatically passes into Critical Overload status. The test needed to contain the overload is the same as the one used for containing a core breach.

If the system suffers another critical hit before the situation is contained, a critical overload happens automatically, and all benefit from previous Engineering tests is lost.

Critical Overload: The main reactor fails catastrophically; for example, on a Starfleet vessel, the warp core breaches. Consult *Starships* p.34 to see how the breach can be contained.

If the system suffers another critical hit before the overload is resolved, the ship (or station) explodes automatically, killing everyone on board.

Ejecting The Main Reactor

As a last-ditch measure, it may be necessary to eject the reactor so as to prevent the effects of its explosion.

If the propulsion system is still on-line, this requires no skill test; it is an computer-controlled automated maneuver (otherwise a test is required, see *Starships* p.34). The vocal order that activates the ejection is a free action. When the reactor has been ejected, minimal power is available (with the same effects as "Main Reactor Shutdown", see below).

It's also possible to retrieve the reactor if necessary, using the tractor beams. Putting it back in place requires an extended Systems Engineering (Power Systems) test (TN 45) with a one-hour interval. Then, it must be restarted (see "Restarting The Main Reactor", below).

TABLE 2.10: MAIN REACTOR OVERLOADS

Roll (1D6)	Effect
1-2-3	Minor overload
4-5	Major overload
6	Critical overload (Core breach)

Main Reactor Shutdown

For safety reasons, to prevent an overloading or just for maintenance, the main reactor may need to be shut down. All systems then function at minimal condition until power is restored; only life support, minimal computer power, and half impulse speed are available.

This requires an extended Systems Engineering (Power Systems) skill test (TN 30), with a base interval of one round.

Restarting The Main Reactor

Restarting the main reactor is much more complicated than shutting it down. The reaction taking place must be properly reinitiated and controlled, until it reaches its full capacity.

Restarting the main reactor requires an extended Systems Engineering (Power Systems) test (TN 45) with a base interval of half an hour.

Structural Damage

Hull Breaches

If damage does reduce ship capabilities, the first ship component to suffer from it is, of course, the hull. As ships receive damage, hull breaches can occur.

These can be a major problem because what's inside the ship can be sucked into space – atmosphere, but also supplies, hardware, and, unfortunately, people.

On modern ships, emergency forcefields kick in automatically, and form a barrier on the breach, isolating the inside of the ship from the vacuum of space. If these fail (for example, if the internal security secondary systems are out), airtight sections close automatically in order to separate the depressurized section from the rest of the ship. More primitive spacecraft only have these sections.

Each time the ship suffers damage, a breach can occur: see how much the ship has received in one blow, and compare it to Table 2.11.

Microscopic Breaches: These cannot be seen to the naked eye, yet, if no containment measure (forcefields or airtight sections) is taken, the atmosphere will slowly leak into space.

Small Breach: A breach this size is roughly one meter in diameter; atmosphere, cargo and people will be projected into space if no safety measure is present.

Hull Breach: The effects are the same as for small breaches, but the breach, several meters wide, spans some sections or decks.

Damaged Ships And FTL Travel

Heavily damaged ships often lose structural integrity. While this is not a real problem at sublight speeds, it can become critical when trying to attain warp speeds: the structural integrity field can collapse very quickly due to gravimetric shear.

If a ship attempts any kind of FTL travel while having lost than more than half its structure, it sustains as much structural damage than the warp factor it travels at, per hour.

Navigational deflectors are another critical component that prevent terrible damage from happening to ships traveling at warp: they deviate minute interstellar matter that could cause serious harm if it hit the ship at warp speeds.

Ships attempting warp travel with no navigational deflector (for example, if it burned out while using a Pentis Maneuver) sustain as much structural damage than the warp factor it travels at per hour. This stacks with damage caused by a weak structural integrity field.

If the inertial dampening fields are down, no warp travel might be attempted – the crew would be killed by the acceleration forces.

Casualties

Unfortunately, as the combat unfolds and ships suffer damage, some crew members may be wounded, or even not survive the fight.

The rules presented here help keep track of shipboard casualties. Please note this only applies to NPCs – PCs should always be treated with full respect to the game mechanics: they should be granted dodge rolls, and damage should be precisely counted.

Since these rules also rely heavily of statistics, they should only be applied to capital ships with a personnel of 30 or 40 people at least. In the case of smaller ships, it's better to handle damage on a case-per-case basis.

In terms of gameplay, the medical officer's player should keep track of casualties.

Determining casualties

Each time the vessel sustains damage, casualties are likely to occur. In order to simplify game mechanics, the detailed health levels are not used. Personnel is qualified as either "Wounded" or "Healthy".

TABLE 2.11: HULL BREACHES

Damage Sustained	Breach Type
Less than half Size (round up)	Microscopic breaches
Equal to half Size (round up), to Size	Small breach
Equal or more than Size	Hull breach

TABLE 2.12: CREW CASUALTIES

Damage Sustained	Casualties
System critical	10% total crew, divided as 90% wounded, 10% deaths
Small breach	5% total crew, divided as 70% wounded, 30% deaths*
Hull breach	10% total crew, divided as 50% wounded, 50% deaths*
Minor reactor overload	10% total crew, all wounded

* Provided emergency forcefields are in place; if not, 100% of the casualties are deaths.

All percentages are rounded down.

TABLE 2.13: REDUCED CREW PENALTIES

Remaining Crew On Duty	Test Penalty
100% – 80%	0
80% – 60%	-2
60% – 40%	-5
40% – 20%	-9
Less than 20%	-15

Wounded personnel need medical care, as their lives are in danger. And sometimes, crew members are killed as soon as the attack is sustained, as often happens in the case of hull breaches.

Casualties occur upon several events: when a system is critically hit, when a hull breach occurs or when the main reactor overloads, as per Table 2.12.

Reduced Crew Shipboard Operations

As the crew members are wounded, fewer valid personnel remain on duty. That may hamper normal ship operations, asthe tasks to be done remain the same, yet there are less personnel available.

All tests done aboard the ship that require cooperation between the crew therefore suffer penalties, as per Table 2.13. Obviously, these penalties do not apply to tasks requiring only one person, such as firing a weapon or piloting the ship.

Healing Casualties

It is the medical team's work to undo what terrible damage the weapons may have caused. This may be a lengthy, difficult task, sometimes made of terrible choices – this is the grim reality of the battlefield.

When it comes to healing casualties, time is the essence. Each round, the medical team heals a number of people equal to half the result of a Medicine (Traumatology) Combined Test. Among the treated people, two thirds are stabilized but must remain in sickbay; one third is fit to return to duty. Among the other people, who were not treated, 20% (rounded down) die.

The Rules Of Engagement

Space combat is much more complicated than it may seem: with the experience of commanders come many refined and secret tactics that can mean the difference between life and death.

This chapter expands the combat system, describing many new maneuvers, and total novelties such as maneuver patterns or fleet and combat. The particularities of starbases and vehicles fighting are detailed as well.

This rules are complementary to the CODA base set. They add a greater degree of realism to tactical operations while remaining simple and coherent with the other books of the *Star Trek RPG* line.

New Maneuvers

Extended Spacecraft Operations provides new maneuvers, presented using the format introduced in the *Narrator's Guide* (p.116 and following). These maneuvers (Tables 3.1 and 3.2) are generally designed to be performed by starships, although stations can attempt some of them as well – the specific aspects of station combat are explained further on.

Clarifications On Previous Maneuvers

Effect And Duration

The *Narrator's Guide* stipulates that the Z-Axis maneuver (p.120) bonuses can be applied only if the maneuver following Z-Axis is a Helm one. However, it should be noted that this maneuver does not necessarily have to happen in the same round; if a ship finishes its round by performing Z-Axis and that its next round opening maneuver is a Helm maneuver, the Z-Axis bonuses apply.

All maneuver write-ups should be considered in the same way – for instance, the bonuses given by Swoop can be applied to a maneuver happening in the round following Swoop, for as long as Swoop is the previous round's last maneuver and the opening of the following round is a tactical maneuver.

As for maneuvers giving bonuses to the acting ship for an unspecified length of time (such as Come About), it is assumed that the bonuses last until the ship's next round of action.

Playing Command Maneuvers

Some players feel that having the commander make a single Tactics test for the resolution of Command maneuvers does not reflect reality. Indeed, while the commanding officer has to coordinate the individual actions of his crew, individual crew members still have to perform the duties thay have been assigned – and perform them correctly.

If the Narrator likes, he can have individual crew members roll tests according to the maneuver that is being attempted, after the commanding officer succeeded at his test. Depending on the level of success, each crew member can receive bonus for their actions. On the other hand, if the commanding officer fails, the maneuver cannot be attempted at all.

This slows down the game, but involves all players and follows more closely the actions of each. This makes command maneuvers more difficult to perform as well, as any test failure will tend to have the maneuver fail.

Tier One Maneuvers

Land (Helm)

This maneuver allows ships with atmospheric capability to land on planets, starbases' landing pads, asteroids…

Prerequisites: Ship in Low Atmosphere; planet of class any other than J or T OR ship at Point Blank (1) range with its mother ship, Match Speed (H) if mother ship is moving.

Duration: Instant

TN: 5 + 2 x Size + eventual modifiers due to conditions

Effect: To have a character perform this maneuver, the Narrator might want to add some

TABLE 3.1: MANEUVERS BY TYPE

Helm Maneuvers

Name	Tier	TN
Dodge	2	20
Evasion	2	10 + 3 / attacker
Head On Approach	2	Protection + 10
Intercede	2	15
Land	1	5 + 2 x Size
Maximum Coverage	1	Protection
Shallow-Z	1	10
Swoop	2	15
Take Cover	2	15
Take Off	1	5

Tactical Maneuvers

Name	Tier	TN
Chain Collision	2	Sum of Protections + 10
Concentrate Fire	2	Protection
Exploit Weakness	2	Protection + 10
Feint	2	Protection + 5
Fire En Passant	2	Protection + 5
Lock On System	2	Protection + 10
Random Fire	2	Protection + 15
Shield Dimple	2	Protection + 10
Target Secondary System	2	Protection + 15
"Watch And Learn"	2	Sum of Protections + 5

Command Maneuvers

Name	Tier	TN
Antimatter Pod Detonation	3	Protection + 10
Combine Fire	3	Protection + 2 / ally
Forge Readings	3	15
Photonic Pulse	3	20
Plasma Field	3	25
Reassess Battlefield	3	N/A
Shield Disruption	3	Protection + 15
Shield Repulsing	3	Protection - Size + 5
Solar Flare	3	25
Thruster Knockout	3	Protection - Size + 10
Tractor Disruption	3	20
Tractor Dodge	3	20
Tractor Hold	3	Protection + 5
Tractor Lock	3	Protection + 10
Verteron Pulse	3	Protection + 20

TABLE 3.2: MANEUVERS BY TIER

Tier One

Name	Type
Land	Helm (H)
Maximum Coverage	Helm (H)
Shallow-Z	Helm (H)
Take Off	Helm (H)

Tier Two

Name	Type
Chain Collision	Tactical (T)
Concentrate Fire	Tactical (T)
Dodge	Helm (H)
Evasion	Helm (H)
Exploit Weakness	Tactical (T)
Feint	Tactical (T)
Fire En Passant	Tactical (T)
Head On Approach	Helm (H)
Intercede	Helm (H)
Lock On System	Tactical (T)
Random Fire	Tactical (T)
Shield Dimple	Tactical (T)
Swoop	Helm (H)
Take Cover	Helm (H)
Target Secondary System	Tactical (T)
"Watch And Learn"	Tactical (T)

Tier Three

Name	Type
Antimatter Pod Detonation	Command (C)
Combine Fire	Command (C)
Forge Readings	Command (C)
Photonic Pulse	Command (C)
Plasma Field	Command (C)
Reassess Battlefield	Command (C)
Shield Disruption	Command (C)
Shield Repulsing	Command (C)
Solar Flare	Command (C)
Thruster Knockout	Command (C)
Tractor Disruption	Command (C)
Tractor Dodge	Command (C)
Tractor Hold	Command (C)
Tractor Lock	Command (C)
Verteron Pulse	Command (C)

penalties due to the conditions, such as visibility or the stability of the landing ground.

If the maneuver is successful, the ship manages to land. In the case of a Failure, the approach maneuver fails and the Helm officer has to try again; in the case of Complete Failure, the ship crashes more than it lands, and suffers damage equal to its Size. In the case of a Dramatic Failure, the ship does crash and suffers damage equal to double its Size.

Crash damage is halved if the shuttle tries to land in a shuttlebay with emergency forcefields raised.

The ship gains then all effects relative to landing.

Maximum Coverage (Helm)

The ship orients itself toward its Primary Target so as to maximize the impact of its weapons arrays.

Prerequisites: None

Duration: Instant

TN: Target's protection

Effect: If the maneuver is successful, the overall penetration of the ship's next tactical maneuver is increased by 1 in the case of a Complete Success, by 2 for a Superior Success, and by 3 for an Extraordinary Success.

If the acting ship does not perform a tactical maneuver just after Maximum Coverage, then the effects are lost.

Shallow-Z (Helm)

This maneuver is a variant of Z-Axis, easier to perform but with lesser advantages. The ship either dives or climbs following a shallow vector, taking advantage of the third dimension of space to orient itself.

Prerequisites: None

Duration: Instant

TN: 10

Effect: If the maneuver is successful, the acting ship gains +2 to its next maneuver, if it is a Helm or Tactical maneuver. If a Command maneuver is executed after Shallow-Z, the effects are lost.

Take Off (Helm)

This maneuver allows ships with atmospheric capability to take off from their landing point.

Prerequisites: Landed ship

Duration: Instant

TN: 5

Effect: If the maneuver is successful, the ship manages to take off. The ship loses all effects relative to landing.

In the case of a Dramatic Failure, the ship takes off momentarily then crashes back again, suffering damage equal to its Size.

Tier Two Maneuvers

Chain Collision (Tactical)

The ship fires at its target, hoping to send it on a collision course with one of its allies, or at least, hoping that good-sized hull fragments will collide with the other ship.

Prerequisites: Lock On (T), both targets in the same range

Duration: Instant

TN: Target's protection + other ship's protection + 10

Effect: If the maneuver is a Complete Success, both ships suffer damage as per a minor collision. In the case of a Superior Success, a major collision happens, and for an Extraordinary Success, a full collision occurs.

Concentrate Fire (Tactical)

The ship fires one weapon system as a concentrated volley in an attempt to increase the damage in one point, but at the sacrifice of pinpoint accuracy.

Prerequisites: Cannot be used after Evasive Attack (C), Fast Attack (C)

Duration: Instant

TN: Target's protection

Effect: When applying this maneuver, choose one weapon system, such as phasers, disruptors or photon torpedoes. For each missile launcher or beam bank available of the given weapon, the tactical officer can choose to apply a -3 penalty to the skill test made to attack, for a bonus of +1 to the weapon's penetration.

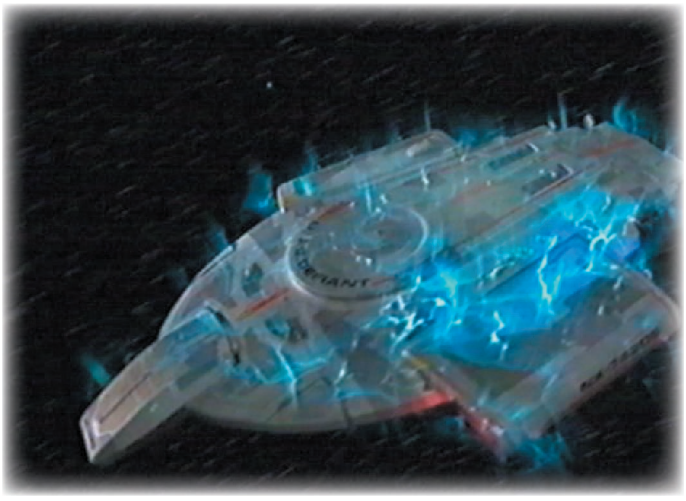
Dodge (Helm)

The acting ship chooses a vector, begins its movement, but before completing it, changes direction completely in a dodging feint versus one ship.

Prerequisites: Cannot be used after Full Stop (H)

Duration: Instant

TN: 20



Effect: Choose a ship. If the maneuver succeeds, the acting ship gains +8 Protection against the chosen ship; if it fails, it loses -8 Protection against it.

Evasion (Helm)

The ship performs a series of sharp turns and dodges to shake off attackers.

Prerequisites: None

Duration: Instant

TN: 10 + 3 per attacker

Effect: For each attacker the ship wants to shake off, the helmsman adds +3 to the TN of his System Ops (Helm) skill test.

The ships dodged lose Lock On. Those that didn't have Lock On add +5 to the TN of their tactical skill tests to attack the ship the next time they act.

This maneuver is similar to Minimal Aspect, Come About and Hard About in that it allows the break of attacker's lock. However, there is no modification to the range (as in Hard About), and it works against a number of attackers, unlike Hard About and Come About.

It is harder to perform that Minimal Aspect, that also works against a number of attackers, but it makes the ship harder to attack as well.

Exploit Weakness (Tactical)

The acting ship looks for a minute flaw in its primary target's defensive systems, from a momentary weakness in the shields to a fluctuation in the power grid.

Prerequisites: Lock On (T), a succeeded sensor test analyzing the ship's status, which is used only to look for the weakness

Duration: Instant

TN: Target's protection+10

Effect: Before using this maneuver, the acting ship must have successfully analyzed its target's status (see *Narrator's Guide* p.102). The weakness is used as a "piece of information" given about the target vessel – i.e., a Complete Success allows the sensors officer to find about the weakness and nothing else, a Superior Success gives away the weakness and another piece of information, and so on.

Then, the ship can use the maneuver: the ship fires one of its weapon systems at the target, just like the Fire maneuver. However, for the duration of the maneuver, the threshold of the ship's defensive systems is reduced by 1 in the case of a Complete Success made on the attack roll, by 2 for a Superior Success and 3 for an Extraordinary Success.

As an additional effect, it's possible to try to beam personnel aboard the enemy ship by exploiting the weakness, if the maneuver is a success. This requires a System Operations (Transporters) test (TN 20). In the case of a Failure, the beam-out fails and may be attempted only at the next succeeded execution of the maneuver. For a Disastrous Failure, all characters transported suffer a mis-rematerialization (p.38). A number of personnel up to the number of personnel transporters may be transported in this manner.

A new sensor test analyzing the spacecraft's status (with the TN increasing accordingly) must be rolled for each new execution of this maneuver – the defensive array weakness is always erased by the ship's attack, as power is redistributed to sustain the impact, making a new scan necessary to find another "blind spot".

Feint (Tactical)

The acting ship behaves as if it was attacking its target in a particular manner, but changes its attack vector at the last moment, creating an effect of surprise and increasing the impact of its weapons fire.

Prerequisites: Used by ships only; cannot be used after Evasive Attack (C), Fast Attack (C), or Z-Axis (H)

Duration: Instant

TN: Target's protection + 5

Effect: When applying this maneuver, choose a weapons array such as torpedoes or phasers. The acting ship may choose to lower its protection by increments of -3 to increase the chosen weapon penetration by increments of +1. The weapon penetration may not be increased in this fashion by more than +3.

Fire En Passant (Helm)

The acting ship takes the opportunity to fire on a ship at range, that is not its primary target, as it passes near.

Prerequisites: Targeted ship at Medium range (3) or closer

Duration: Instant

TN: Targeted ship's protection + 5

Effect: Make an attack roll on a ship that is not the primary target, and that is at range Medium (3) or closer. Apply one weapon penetration normally, as per the Fire maneuver.

Head On Approach (Helm)

The acting ship approaches its primary target straight-on, then moves out of its way at the last moment in order to pass behind. This is a risky strategy since both ships pass very near one another.

Prerequisites: Cannot be used after Immelmann Turn (C)

Duration: Instant

TN: Target's protection + 10

Effect: If the maneuver is successful, the acting ship finds itself at Point Blank (1) range of its target, and gains +5 to tactical maneuvers against its primary target until next round. If it fails, both ships suffer Full Collision damage.

Intercede (Helm)

The acting ship tries to interpose itself between an attacked ship and its attacker, in order to protect it by drawing enemy fire.

Prerequisites: Cannot be used after Evasive Attack (C), Full Attack (C); object to protect of equal Size of smaller than the acting ship

Duration: Until broken, or the attacker changes range

TN: 15

Effect: If this maneuver is a success, the acting ship loses -5 Protection against all ships; one ship attacking the protected object cannot fire beam weapons at its target and suffers +3 to the TN when firing warheads. The attacker also cannot reduce the range separating it from its primary target for as long as the maneuver lasts. These effects remain as long as the range between the attacker and acting ship doesn't change, or when the acting ship decides to break the intercession.

In any case, the attacking ship can freely choose to abandon its primary target and choose the ship that interposed itself as new primary target.

Lock On System (Tactical)

The tactical officer locks weapons onto an opposing ship system (weapons, life support...) in the hopes of greatly damaging it during its next attack. If the attack penetrates the shields, damage is applied directly to the said system. Only beam weapons can be used to perform this maneuver.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection + 10

Effect: Choose a system targeted by this maneuver. For the next tactical maneuver performed by the acting ship against its primary target, the damage is applied directly to the chosen system (instead of general structural damage). For every 3 points of structural damage suffered by the vessel, the system targeted takes 1 point of damage.

If the acting ship does not perform a Tactical maneuver just after Lock On System, the effects are lost.

Random Fire (Tactical)

Where one doesn't know where the target is, for example if the ship is blind or the enemy cloaked, a desperate way to fight is to shoot wildly in all directions in a hope to hit something.

Prerequisites: None

Duration: Instant

TN: Protection + 15

Effect: As this maneuver implies shooting blind, if the ship's sensors are offline, the usual -8 penalty is not applied for this maneuver. Only beam weapons may be used for Random Fire.

If this maneuver succeeds, the acting ship actually hits the target. However, since the weapon has been fired in short pulses, it lacks real power. Only a third (rounded down) of the penetration damage is applied. On a Complete Failure or worse, the ship hits an ally.

Shield Dimple (Tactical)

This technique implies firing a beam weapon at the opponent's shields to weaken them in one point, then firing immediately a warhead, hoping the shield will let is pass and that it will detonate directly against the enemy hull.

Prerequisites: Beam and warhead weapons; Medium range (3) or closer.

Duration: Instant

TN: Target's protection + 10

Effect: When attempting this maneuver, choose a beam weapon and a warhead weapon to be used. If the maneuver is a success, apply directly the warhead penetration to the enemy's structure, ignoring shields. People can be transported aboard the enemy ship in the short time the window opens (see "Transporting Through Shields", p.38).

Swoop (Helm)

Like Z-Axis, the acting ship takes advantage of the third dimension of space, but the objective here is to gain a better aim: the acting ship swoops on its target, hoping to fire more easily.

Prerequisites: Cannot be used after Full Stop (H), Z-Axis (H) or Immelmann Turn (C)

Duration: Instant

TN: 15

Effect: If the maneuver is a success, the acting ship gains +3 to its next tactical maneuver. This maneuver must take place just after Swoop, otherwise the effects are lost.

Take Cover (Helm)

The acting ship tries to hide behind a large object and relatively static, such as a large asteroid, a planet or a starbase, in order to suffer less from enemy fire.

Prerequisites: Cannot be used after Evasive Attack (C), Full Attack (C); object to hide behind at Point Blank (1) range, bigger than the ship and no bigger than a planet

Duration: Until broken, or the range with the cover changes

TN: 15

Effect: If this maneuver is a success, one attacker cannot fire beam weapons at the acting ship and suffers +3 to the TN when firing warheads. This attacker also cannot reduce the range with the acting ship. These penalties are canceled as soon as the range between the attacker and the cover change.

If the result is a Dramatic Failure or worse, the acting ship is considered to have entered the phenomena, with no penalties to the attacker. If this is irrelevant (i.e., the ship attempted to hide behind an asteroid) then a Major Collision occurs. In any case, the chosen attacker can freely choose to abandon its primary target and choose the object that served as cover as new primary target.

Target Secondary System (Tactical)

The tactical officer chooses a specific secondary system on the attacked ship – fire suppression, escape pods... and fires on it in an attempt to disable it.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection + 15

Effect: Choose a secondary system targeted by the maneuver and make an attack roll. If it succeeds and the attack inflicts at least 3 points of structural damage, the chosen system goes offline until repaired.

"Watch And Learn" (Tactical)

The tactical officer fires a warhead in the vicinity of enemy ships, then uses a beam weapon to detonate it, sending an EM shockwave to disrupt systems.

Prerequisites: All targets in the same range increment; acting ship or station equipped with a warhead launcher and a beam weapon.

Duration: Instant

TN: 5 + sum of the targets' protections

Effect: If the maneuver is successful, all targets suffer the penetration ratio of the warhead plus the beam weapon used. For every 3 points of damage suffered by the vessels, the operations system takes 1 point of damage.

Tier Three Maneuvers

Antimatter Pod Detonation (Command)

A desperate starship equipped by antimatter pods and offline weapon systems can try to eject a pod and detonate it, like a torpedo.

Prerequisites: Lock On (T); Point Blank (1) or Short (2) range

Duration: Instant

TN: Target's protection + 10

Effect: If the maneuver succeeds, the pod does 5 damage to the enemy. If the pod was detonated at Point Blank (1) range, the acting ship suffers 2 damage (splash damage).

Combine Fire (Command)

Several starships combine their fire on their primary target, under the lead of the acting ship, in an attempt to penetrate the shields more efficiently.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection + 3 per ship combining fire

Effect: The TN of this maneuver is the target's protection + 3 for each ship the commanding officer wants to rally. If successful, the acting ship gets an immediate additional tactical maneuver to attack the primary target. It gets a penetration bonus for this maneuver, equal to +1 per rallied ship. In the case of an Extraordinary Success, the acting ship gets +1.5 overall penetration per rallied ship (rounded down).

Forge Readings (Command)

Using the navigational deflector as an emitter for a certain type of energy, a ship can try to fool its enemies' sensors. It can try to create an

echo of itself, or a shadow of its warp signature, for example, creating the illusion that there are two ships instead of one.

Prerequisites: Starship with a functional navigational deflector

Duration: Until revealed (see Effect)

TN: 15

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 20 to create the illusion (he must still have available actions to perform). If the test succeeds, roll 1D6 for each enemy ship intending to take the acting ship as primary target. On an odd result, the acting ship is indeed taken as primary target; on an even result, the image is taken. If the test is a Complete Failure or worse, the navigational deflector burns out.

The illusion lasts for a certain time, determined by the test result of the maneuver roll: one round for a Complete Success, two for a Superior Success and three for an Extraordinary Success.

However, if any enemy ship succeeds at a Tactical maneuver against the illusion, the trick is revealed and all effects lost. Enemy ships having taken the image as primary target may choose freely another primary target at the beginning of the following round.

This maneuver can only be used once in combat.

Photonic Pulse (Command)

Focusing an intense emission of photons in its main deflector dish, a ship can release a high-energy pulse that can blind enemy sensors.

Prerequisites: Point Blank (1) or Short (2) range; starship with a functional navigational deflector

Duration: One to three rounds (see Effect)

TN: 20

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 25 to charge the deflector (he must still have available actions to perform). If the test succeeds, the primary target's sensors are knocked offline for a certain time, determined by the test result of the maneuver roll: one round for a Complete Success, two for a Superior Success and three for an Extraordinary Success.

If the Engineering test is a Complete Failure or worse, the acting ship suffers the effects of the pulse for two rounds, and the navigational deflector burns out.

Plasma Field (Command)

A ship can attempt to channel warp plasma through its navigational deflector, emitting it as a coherent energy beam to try to knock the enemy propulsion systems out of commission.

Prerequisites: Point Blank (1) or Short (2) range; starship equipped with a warp system and a navigational deflector

Duration: Instant

TN: 25

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 15 to focus the beam (he must still have available actions to perform). If the test succeeds, the primary target's propulsion system suffers damage equal to half the acting ship's shield system reliability modifier (round up).

If the Engineering test is a Complete Failure or worse, the acting ship suffers the effect of the plasma field, and the navigational deflector is burned out.

Reassess Battlefield (Command)

The commanding officer takes some time to reassess the tactical situation of the battlefield, hoping to see a way to gain an advantage.

Ignore this maneuver if you use the rule of rolling initiative at the beginning of each round.

Prerequisites: None

Duration: Until initiative changes again

TN: Not applicable

Effect: The acting ship makes a new initiative roll (reduced by -5 to account for the combat stress), and keeps this new score as if it was the one rolled at the beginning of combat. The new acting order takes place at the following round and onwards.

Shield Disruption (Command)

The ship reconfigures its navigational deflector to emit a beam of antiprotons, or an interferometric pulse, at very short range against its target. This may disrupt the enemy shields.

Prerequisites: Starship only; functional navigational deflector; Point Blank (1) range

Duration : Instant

TN : Target's protection + 15

Effect: If the maneuver is successful, have the ship's engineer roll an Systems Engineering (Shields) at TN 15 – he must still be able to perform individual actions. If this succeeds, the tactical officer may perform a Fire maneuver for free – but no damage is applied, instead, if the Fire maneuver succeeds, the target's shield strength is reduced to zero.

If the Engineering test results in a Complete Failure or worse, the navigational deflector burns out.

Shield Repulsing (Command)

The acting ships reverses the polarity of its shields, then brushes its primary target's so as to push it through space, sending it tumbling out of the way. The acting ship may also manage to "bounce" on its target's shields, increasing the distance separating both ships.

Prerequisites: Used by ships on ships only, Point Blank (1) range, cannot be used after Full Stop (H), shield grid or similar system installed aboard the acting ship, must be used immediately after a succeeded System Operation (Shields) test

Duration: For the next round

TN: Target's protection - Size + 5

Effect: Immediately before using this maneuver, the acting ship must roll a successful Starship Operations (Shields) (TN 13) to reverse its shields' polarity. Then, if the maneuver succeeds, the target loses -1 to all Helm maneuvers for the next round, and the range between the ships is increased by 1 in the case of a Superior Success and by 2 for an Extraordinary Success.

In case of a Complete Failure, the two ships suffer damage as per a Minor Collision; for an Dramatic Failure, a Major Collision happens.

Solar Flare (Command)

A ship can attempt to generate a solar flare by firing an electromagnetic pulse into the corona. This is a very dangerous maneuver to perform – but very efficient.

Prerequisites: Acting ship in the star's Low Atmosphere

Duration: Instant

TN: 25

Effect: If the maneuver succeeds, a massive solar flare is generated, obliterating everything on its path (300 million kilometers in a straight line), from ship to station. If it results in a Dramatic Failure, the acting ship itself is obliterated as well...

Thruster Knockout (Command)

The acting ship brushes its primary target's shields in an attempt to knock out its thrusters, therefore hampering its normal helm operations.

Prerequisites: Used by ships on ships only, ship and target equipped with shields, Lock On (T), Match Speed (H)

Duration: Until helm penalties reach 0

TN: Target's protection - Size + 10

Effect: If the maneuver succeeds, the target loses -1 to all Helm maneuvers for the next round in the case of a Complete success, -2 for a Superior success and -3 for an Extraordinary success. These penalties are reduced by 1 on the following round until they are again equal to 0. Thruster Knockout can not be attempted again for as long as the target suffers helm modifiers due to a previous Thruster Knockout maneuver.

Example: The USS Defiant tries to knock out a Dominion attack ship's thrusters. The roll is a Superior Success; the Dominion ship will suffer -2 to all is helm maneuvers on the following round, then -1 on the round after that. The Defiant will be able to attempt a Thruster Knockout maneuver again on the third round.

Tractor Disruption (Command)

The ship or station modulates its tractor beam emitters against its primary target so as to create an energy surge in its systems, hoping to disrupt them.

Prerequisites: Functional tractor beams, Lock On (T), Point Blank (1) range, enemy status successfully analyzed

Duration: Instant

TN: 20

Effect: This maneuver may only be attempted if the acting ship has already analyzed its primary target's status (*Narrator's Guide* p.102), explicitly searching for the right tractor beam modulation.

If the maneuver if successful, the acting ship must then succeed at an Systems Engineering (Tractor Beam), the TN being the target's protection + 5. If this test is successful, the target suffers two critical hits to its propulsion system if it is a starship, or to its power system in the case of a station. If this test is a Complete Failure or worse, the tractor beams are destroyed.

Tractor Dodge (Command)

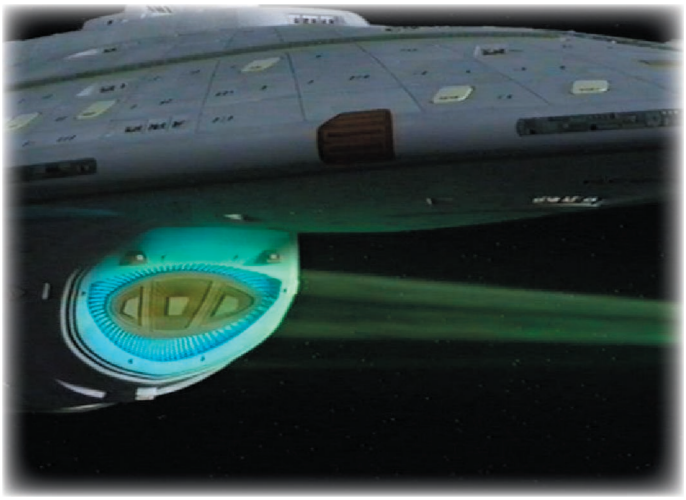
The ship or base tries to use its tractor beams in a desperate attempt to deflect enemy weapons' fire.

Prerequisites: Functional tractor beams, Lock On (T)

Duration: Until next round

TN: 20

Effect: If the maneuver if successful, the acting ship gains +5 protection against its primary target.



Tractor Hold (Command)

The ship or base tries to disrupt its primary target's moves by locking a tractor beam on it.

Prerequisites: Lock On (T), target at Point Blank (1) or Short (2) range, towable with the available tractor beams

Duration: Instant

TN: Target's protection + 5

Effect: Before executing this maneuver, choose how much protection points you will lose. If the maneuver succeeds, for each -3 points of protection lost, the target loses -1 to all maneuvers. It cannot lose more than -3 in this fashion.

Against Klingon ships, this maneuver have them lose -10 to tactical maneuvers instead of the classical -1, because their targeting systems are vulnerable to coherent graviton emissions.

Tractor Lock (Command)

The ship or base tries to hold its primary target in place, to prevent it from escaping.

Prerequisites: Lock On (T), target at Point Blank (1) range, towable with the available tractor beams

Duration: Until broken

TN: Target's protection + 10

Effect: If the maneuver is a success, the acting ship or base becomes completely immobile and therefore gains automatically the effects of Full Stop (H). However, it cannot attack the ship it holds in its tractor beam because of its closeness. The locked ship cannot go to warp.

The targeted ship suffers a penalty equal to the acting ship's size to all helm maneuvers. Tractor lock lasts until broken by the acting ship, or if the targeted ship manages to escape the lock, either by overloading the generators – inflict one damage point to the operations system then roll a successful System Operations (Operations) test, TN 25, that can be lowered to 15 through the sacrifice of the navigational deflector; this can be only attempted once – or through talented piloting – pull off a Superior Success or better during an Opposed Test pitting the acting ship attempting a Helm maneuver, and a reliability test for the opponent's operations system. See "Escaping", p.44 for more details.

Verteron Pulse (Command)

A ship can attempt to emit a verteron pulse through its navigational deflector. These particles interfere with subspace, knocking out vital ship systems.

Prerequisites: Point Blank (1) range; starship equipped with a navigational deflector

Duration: Instant

TN: Targer's protection + 20

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 20 to focus the verteron pulse (he must still have available actions to perform). If the test succeeds, the enemy ship's shield, propulsion and sensor systems are knocked out for a certain time. The time is determined by the test result of the maneuver roll: one round for a Complete Success, two for a Superior Success and three for an Extraordinary Success.

If this test is a Complete Failure or worse, the acting ship suffers the effect of the pulse, and the navigational deflector is burned out.

Maneuver Patterns

Maneuvers are organized in patterns. These patterns represent series of elementary maneuvers executed following a sequence that have proven themselves over time. These sequences are mostly comprised of two maneuvers for a round; some are comprised of three, requiring experienced officers to perform, since they must be able to execute more than the classical two maneuvers per round. Namely, that means flight control officers having Combat Piloting or tactical officers with Combat Tactician (see p.66).

Only ships can use maneuver patterns.

Executing Maneuver Patterns

At the beginning of a round, instead of declaring a series of maneuvers, the commanding officer may declare a maneuver pattern. To do so, he or she rolls under Tactics with a TN of 15 — this counts as a free action. Failing the Tactics test does not prevent the ship from executing the maneuver pattern — it may, however, prove more difficult to do.

If the Tactics roll is a Complete Success, officers performing the maneuver receive +1 to all their System Operations rolls to do so. In the case of a Superior Success, they receive +2; and +3 for an Extraordinary Success. They get -1 if the Tactics roll is a Complete Failure, -2 for a Dramatic Failure and -3 for a Disastrous Failure.

Attack Patterns

Attack patterns try to position the ship so as to maximize the damage caused, to gain a tactical advantage, or to attack with caution, trying to minimize the exposition of the ship.

Attack patterns are found in Table 3.6.

Defensive Patterns

Defensive patterns allow an attacked ship to escape, dodge, or position itself in a more favorable position for an assault. Sometimes defensive maneuvers accomplish all that.

Defensive maneuvers are listed in Table 3.7.

TABLE 3.6: ATTACK PATTERNS

Name	Description
Alpha	Close, Fire
Beta	Scorpion Evasive, Multifire, Open
Beta-2	Hard About, Fire
Beta-3	Hard About, Multifire
Beta-4	Minimal Aspect, Swoop, Fire
Delta	Maximum Coverage, Fire
Delta-2	Swoop, Fire
Delta-3	Swoop, Multiweapon
Delta-4	Mutliweapon, Close, Multiweapon
Delta-5	Shallow-Z, Fire
Kappa 0-1-0	Maximum Coverage, Swoop, Fire
Kappa 0-2-0	Full Attack, Open
Omega	Minimal Aspect, Evasive Attack
Omega-2	Maximum Coverage, Multifire
Omega-3	Evasive Attack, Evasion
Omega-4	Close, Multiweapon
Sierra	Swoop, Exploit Weakness
Sierra-2	Come About, Feint
Sierra-3	Minimal Aspect, Multifire
Sierra-4	Swoop, Feint
Theta	Full Attack, Full Attack

TABLE 3.7: DEFENSIVE PATTERNS

Name	Description
Alpha	Come About, Shallow-Z
Alpha-2	Z-Axis, Minimal Aspect
Beta	Shallow-Z, Z-Axis
Beta 1-4-0 single	Come About, Hard About
Beta 1-4-0 dual	Minimal Aspect, Evasion
Beta-2	Shallow-Z, Hard About
Beta-3	Come About, Open
Beta-4	Z-Axis, Hard About, Shallow-Z
Beta 9-3	Z-Axis, Evasion
Delta	Close, Minimal Aspect
Delta-2	Z-Axis, Swoop
Delta-3	Hard About, Open
Delta-4	Hard About, Shallow-Z
Delta-5	Hard About, Z-Axis
Gamma	Shallow-Z, Open, Hard About
Gamma-2	Come About, Z-Axis
Gamma-3	Shallow-Z, Open, Z-Axis
Gamma-4	Hard About, Z-Axis, Open
Gamma-5	Z-Axis, Dodge
Lambda-1	Minimal Aspect, Minimal Aspect
Lambda-2	Minimal Aspect, Z-Axis
Omega	Evasion, Evasion
Omega-1	Come About, Z-Axis, Hard About
Omega-2	Come About, Open, Come About
Omega-3	Dodge, Open
Omega-4	Hard About, Immelmann Turn
Omega-6	Dodge, Z-Axis
Theta	Come About, Z-Axis, Close
Theta-1	Come About, Z-Axis, Hard About
Theta-2	Dodge, Z-Axis
Theta-3	Come About, Shallow-Z, Dodge

Customizing Maneuver Patterns

When it comes to maneuver patterns, seasoned officers have preferences and habits. Some have studied, and used with success specific maneuver patterns so much that they develop their own variants of them.

Players can buy maneuver patterns as specialties for their characters, using the advancement rules. A maneuver pattern is a specialty of Tactics, and therefore the character receives the bonuses when rolling maneuver patterns.

Stations In Combat

Combat for stations happens just like for starships: initiative is rolled, bases choose primary targets situated at a given range, and maneuvers take place. Of course, there are some differences due to the static position of bases.

Station Shields

Stations have stronger shields – they use a different shield track than starships, that can be found on Table 1.19 (p.18). The shield strength is reduced as per the normal rules.

Orbital Decay

Orbital decay (see p.32) can happen in two circumstances:

- When the shield track indicates so;
- Each time the station suffers 5 points of structural damage (at the same time a system receives critical damage), the station gains one point of orbital decay: that is, at 5 point of structural damage, then 10, 15 and so on.

Station Systems Damage

Just like starships, hull damage (or lost shield strength) implies the performance of systems is reduced. When a critical system is hit, roll 2D6 on Table 3.8 to determine which one.

Station Situation

As starbases are static, or in orbit, they are much easier to hit. Therefore, all static stations, or those in orbit, gain the Full Stop (H) bonuses (see *Narrator's Guide*, p.117), unless they decide to use Helm maneuvers. In this case, the Full Stop effects are lost until the station decides to take another Full Stop maneuver – orbit, if applicable, must still be reestablished, though.

Station Targets And Maneuvers

Since stations are static they cannot execute some maneuvers. Especially, all Tier 2 Helm maneuvers cannot be executed by stations. Some Tier 1 Helm maneuvers can be attempted, and only if the station is equipped with a sublight drive; but due to the difficulty of moving an important facility, a station can execute only one such maneuver every other round.

A summary of all maneuvers forbidden to starbases can be found in Table 3.9. Maneuvers resolved to stations are found below.

TABLE 3.8: STARBASE SYSTEM DAMAGE

Heavy And Outposts Classifications	
Roll	System
2	Life Support
3	Shields
4-5	Power
6-7	Operations
8-9	Weapons
10-11	Sensors
12	All Systems
Specialized And Spacedocks	
Roll	System
2	Life Support
3	Shields
4	Power
5-6	Operations
7-8	Weapons
9-10	Sensors
11	All Systems
12	All Systems x 2
All Other Station Classifications	
Roll	System
2	Life Support
3-4	Shields
5-6	Weapons
7-8	Operations
9	Sensors
10	Power
11	Power & Operations
12	All Systems

TABLE 3.9: MANEUVERS FORBIDDEN TO STARBASES

Tier One	
Full Stop	Helm (H)
Land	Helm (H)
Take Off	Helm (H)
Tier Two	
(All)	Helm (H)
Cloaked Attack	Tactical (T)
Feint	Tactical (T)
Tier Three	
Cochrane Deceleration	Command (C)
Evasive Attack	Command (C)
Fast Attack	Command (C)
Forge Readings	Command (C)
Full Attack	Command (C)
Immelmann Turn	Command (C)
Pentis Maneuver	Command (C)
Photonic Pulse	Command (C)
Picard Maneuver	Command (C)
Riker Maneuver	Command (C)
Shield Disruption	Command (C)
Shield Repulsing	Command (C)
Slingshot Effect	Command (C)
Thruster Knockout	Command (C)
Verteron Pulse	Command (C)

Tier One Maneuvers

Reacquire Target (Tactical)

Following a tactical threat reassessment, the station commander decides to change targets and report its offensive elsewhere.

Prerequisites: None

Duration: Until targets change

TN: None.

Effect: To execute this maneuver, no roll is required; it succeeds automatically. The base can choose a new primary target (two if it is equipped with a multi-vector targeting system).

Tier Two Maneuvers

Cross-Fire (Tactical)

The tactical officer attempts to take its primary target under the crossed fire of several of its weapon systems.

Prerequisites: Two different weapon systems installed, primary target smaller than the station, at Point Blank (1) or Short (2) range

Duration: Instant.

TN: Target's protection + 5

Effect: When applying this maneuver, choose two weapon systems such as torpedoes and phasers. If the maneuver succeeds, apply both weapon penetrations at the targeted ship.

Tier Three Maneuvers

Fire At Will (Command)

The station unleashes all its destructive power on all passing ships, trying to hit them all in a hail of weapons' fire.

Prerequisites: Targets at Point Blank (1) or Short (2) range, Lock On (T)

Duration: Instant

TN: 25

Effect: If successful, this maneuver allows the tactical officer to execute any two tactical maneuvers (provided he still can perform actions) that do not count against the base's maneuver allowance. These two cannot be Fire At Will, and their TN's are increased by +5.

Inertial Transfer (Command)

As a ship passes closes to the station's shields, these are re-modulated in an attempt to siphon some of the ship's inertia and communicate it to the base's orbital correctors.

Prerequisites: Target at Point Blank (1) range, shield system installed

Duration: Instant

TN: Target's protection + 5

Effect: If the maneuver is a Complete Success, the targeted ship suffers -1 to Helm maneuvers and the starbases loses -1 orbital decay. For a Superior Success, the targeted ship suffers -2 to Helm maneuvers and the starbase loses -2 orbital decay, and -3/-3 for an Extraordinary Success.

FLEET COMBAT

The ship combat system is perfect for simulating small engagements, pitting some ships against one another. However, for describing large scale battles such as the ones that happened in the Dominion War, the systems enters too much in detail for the Narrator to keep track separately of all ships and maneuvers. It's better to move to a bigger scale: the rules described here intend to provide a way to handle massive battles, in a hope to keep the rhythm fluid, and interesting for the players.

Starships or stations might compose wings. These are groups of craft varying in number and type, that share a similar role or goal in the battle. One could say they act a "super-starships" in that they act as one following generic maneuver patterns, like individual ships.

The Unit Template

Units (or wings) all share common characteristics defining them, that carry some similarities to the starship template. Wings can be made up of different types of ships or stations; they remaining close to one another in combat, working as a functional unit. Thus, wings must be made up of craft remaining at Point Blank (1) range from one another. That implies that ships constituting a wing with a station must remain at Point Blank (1) range of it – and thus, not moving around the battlefield (unless the wing divides itself; see below).

The characteristics of a unit are:

Size: This defines the overall number, and resilience, of the unit. To calculate it, sum up all the unit's structures. If the wing's Size reaches 0, the wing is completely destroyed. Subtract 1 for each battle-scarred ship.

Offense: As the name indicates, this represents the offensive power of the unit. To calculate it, first take each ship separately and do the average (rounded down) of all weapons penetration damage, separately for each range increment. Then sum up this number for all the ships of the wing. The offense value is increased by 1 for each ship or station equipped with a multivector assault mode, rotary weapon systems or a multivector targeting system.

Protection: Average all the shield protections of the unit. Add 1 for each ship equipped with ablative armor or with an enhanced

TABLE 3.10: UNIT STRENGTH TRACK

Strength	Effect (If Any)
10	Full wing strength
9	-1 Movement
8	-1 to Tactical modifier
7	-1 to all penetration ranges
6	-1 to Command modifier
5	-1 Protection
4	-1 to Helm modifier
3	-2 Protection
2	-1 to all penetration ranges
1	-2 Movement
0	Unit down, too crippled to fight

shield grid. Subtract 1 for each station that has the weak shield grid flaw.

Movement: In fleet combat, the quickness at which wings move can be a determining element. To calculate the movement score of a wing, find the lowest sublight speed among the fleet. Multiply this per 10, and round down. Stations always have a movement of 0.

Strength: This track reflects the wing's global status; if the wing if made up of undamaged ships, the wing strength equals 10. When the status are equal to 0, the remaining ships are too crippled to fight; the wing cannot fight anymore, even if it has Size points remaining. As the strength of the unit decreases, its status are changed following Table 3.10.

Wing Commander: Choose one ship in the unit – this one will be the leading ship of the unit. Write down the Tactics skill value of the commanding officer of the ship. Have maybe some other ships ready to take that place should the wing commander go down.

Maneuver Modifiers: Average all the maneuver modifiers of the wing to determine the wing's modifiers (rounded down). These are used each time the wing acts as one; when a ship acts individually, use its own maneuver modifiers instead.

Wing Combat

Wings are situated relatively to one another through range increments; they are the same as for classical starship combat.

Fleet combat is divided in rounds, just like regular combat. The same way, wings act using maneuvers or maneuver patterns: the same sequence of initiative, of maneuver choosing and declaring is applied. Wings also have primary targets, mirroring the starship combat system.

However, there are some differences due to the scale used.

Wings use maneuvers, just like ships: some of the regular

TABLE 3.11: WING MANEUVERS

Tier One

Name	Type
Close*	Helm (H)
Come About*	Helm (H)
Fire	Tactical (T)
Full Stop	Helm (H)
Maximum Coverage*	Tactical (T)
Minimal Aspect*	Helm (H)
Open*	Helm (H)
Reacquire Target	Tactical (T)
Shallow-Z	Helm (H)
Spread	Tactical (T)

Tier Two

Name	Type
Cross-Fire	Tactical (T)
Disengage**	Tactical (T)
Fire En Passant*	Tactical (T)
Head-On Approach*	Helm (H)
Hard About*	Helm (H)
Feint	Tactical (T)
Intercede*	Tactical (T)
Match Speed	Helm (H)
Multifire	Tactical (T)
Multiweapon	Tactical (T)
Ramming Speed***	Helm (H)
Random Fire	Tactical (T)
Scorpion Evasive*	Helm (H)
Swoop*	Helm (H)
Z-Axis*	Helm (H)

Tier Three

Name	Type
Combine Fire	Command (C)
Evasive Attack*	Command (C)
Fast Attack*	Command (C)
Full Attack	Command (C)
Immelmann Turn	Command (C)
Reassess Battlefield	Command (C)

* Add the wing's Movement score to the roll.

** All wings targeting the active wing may immediately perform a free Fire maneuver.

*** Damage suffered is the remaining unit's Size + Protection + Status

TABLE 3.12: MANEUVER PATTERNS FORBIDDEN TO WINGS

Attack Patterns

Name	Description
Omega-3	Evasive Attack, Evasion
Sierra	Swoop, Exploit Weakness

Defensive Patterns

Name	Description
Beta 9-3	Z-Axis, Evasion
Gamma-5	Z-Axis, Dodge
Omega	Evasion, Evasion
Omega-3	Dodge, Open
Omega-6	Dodge, Z-Axis
Theta-2	Dodge, Z-Axis

starship maneuvers can be used (Table 3.11). Replace "acting ship or station" per "acting wing" and "Target's protection" per "Target wing's protection". For the specific differences, see below.

Maneuver patterns can also be used – only those which employ maneuvers that can be performed by wings. For example, the Sierra attack pattern, which uses the exploit weakness maneuver, cannot be used. Table 3.12 lists the maneuver patterns forbidden to wings.

The individual maneuvers are rolled by the commanding officer of the wing commander: make a Tactics test, matching the TN of the maneuver, and add the corresponding wing's maneuver modifier (Helm, Tactical, Command).

Specific Wing Maneuvers

Movement-Critical Maneuvers: When rolling these maneuvers, add the Movement score of the wing to the test.

Disengage: When performing a Disengage maneuver, all wings that target the acting wing can immediately perform a free Fire maneuver – it's dangerous to turn your back on your enemy.

Ramming Speed: There is a slight modification to this maneuver: when performed, each wing suffers the other's remaining Size, plus Protection, plus Strength.

Wing Damage

When a wing inflicts damage upon another, subtract the offense value of the corresponding range to the unit's size.

Each time a wing achieves a superior success or better during a Tactical maneuver, the target loses -1 strength. It loses -2 strength in the case of an extraordinary success.

At the end of each round, roll 2D6 and add the remaining wing strength; check the roll on Table 3.11 to see the fate of the wing commander. If the wing commander is put out of combat, the wing loses -1 strength as morale suffers; another ship has to take its place.

You might also use Table 3.11 in order to announce to the players the fate of a given ship that is of an interest to them.

PCs As Wing Members

Obviously, it is clear that the most important and glamorous role in a wing is that of wing commander. Players commanding wings

TABLE 3.11: INDIVIDUAL SHIP'S FATE

Roll (2D6 + Strength)	Result
3-5	***Tragedy:*** **The ship is totally destroyed without having been able to inflict serious damage. Only escape pods might possibly be salvaged.**
6-9	***Disabled:*** **The ship suffered heavy damage during the battle; it is too crippled to continue fighting and leaves the unit, stopping where it is. Four systems out of six are offline, the remaining two are down to reliability A. Shields are down. Remaining structure: 1D3.**
10-12	***Defeat:*** **The ship didn't fare well in battle: it mostly suffered serious damage without being able to return heavy fire. The ship loses a third of its structure and 7 shield strength; one system is offline; two others suffer a critical hit.**
13-15	***Standoff:*** **The ship managed to pull its own during the round, without tipping the balance one way or another. It loses 8 structure, 3 shield strength, its systems suffer two random critical hits.**
16-19	***Victory:*** **The ship managed to pull off a minor victory over the course of combat. It loses 2 shield strength, 5 structure, one system suffers a critical hit. The ship gains +1 starship renown.**
20-22	***Extraordinary Victory:*** **The ship achieved a superior offensive while suffering minimal damage. It loses 3 structure and gains +2 starship renown.**

can have a great time – although they are in a situation of prominent danger.

The players' ship should always perform the maneuvers ordered by the wing commander separately.

If they are wing commander, have the commanding officer roll the maneuvers for the whole wing as usual; rolling the whole wing maneuvers of the round counts as one action. Then, have the individual players manning the stations roll the maneuvers for their own ship as with usual starship combat. To do so, take the opposing wing's protection as individual TN for the individual ship maneuvers. However, do not apply the damage – it's already accounted for in the general wing penetration.

Have the players roll their maneuvers separately as well if they are wing members.

At the end of the round, have them roll on Table 3.11 to determine the fate of their own ship. However, the players can have a decisive influence on the combat and on their own fate – they're the stars of the show, after all. For each maneuver they performed individually, check the test result. Subtract -3 to the roll determining their fate for each Disastrous Failure they achieved in the round. Subtract -2 for each Complete Failure, and -1 for each Failure. On the other hand, add +1 for each Complete Success, +2 for each Superior Success, +3 for each Extraordinary Success.

Leaving Or Joining A Wing

Disabled ships (as rolled on Table 3.11) have to leave their wing. They are of no more use to it. They remain static, at least until the end of combat. Individual ships can also leave a wing willingly, in order to retreat, join another wing, launch a rescue mission…

Ships (or a subset of ships) leaving or joining wings must do so at the end of a round (in the case of disabled ships, just after the fate has been determined). This counts as a free action.

When ships leave or join wings, recalculate the corresponding values based on the remaining ships.

If functional ships leave a wing, divide the lost points of unit strength as you wish between the two subsets. Do not do so if the ships leaving the unit are forced to do so, such as if they are disabled or destroyed (such ships have a strength of zero).

Wing-Specific Maneuvers

These maneuvers can only be used by wings.

Flank (Helm)

The wing intends to encircle its enemy, in order to hamper its movement and increase the offensive pressure.

Prerequisites: Point Blank (1) range; not after Full Stop (H)

Duration: Until next round

TN: 20 - acting wing's movement

Effect: If the maneuver succeeds, the acting wing gains +1 to its Point Blank range penetration value; the targeted wing loses -2 movement (minimum 0).

Harass (Tactical)

The wing uses a harassment tactic, attacking relentlessly its enemy then retreating, in order to weaken it.

Prerequisites: Not after Full Stop (H)

Duration: Instant

TN: Target's protection - acting wing's movement + 10

Effect: The acting wing loses -2 movement and -5 protection until next round. Damage applied to the enemy is equal to half the offense rating of the wing. However, if the maneuver is a Complete

Success, the targeted wing's strength is reduced by 1; by 2 for a superior success, by 3 for an extraordinary success.

Scatter (Helm)

In order to prevent important damage, the wing scatters, to the detriment of coordination and mobility. This is the wing version of the Evasion maneuver (p.51).

PREREQUISITES: Not after Full Stop (H)

DURATION: Until next round

TN: 10

EFFECT: If the maneuver is a Complete Success, the wing gains +1 protection until next round; if it is a Superior Success, it gains +3 protection; for an Extraordinary Success, it gains +5 protection.

In any case, it loses -2 movement (minimum 0) until next round.

VEHICLE COMBAT

Although vehicles are simulated using the starships rules, combat mainly takes on the rules of personnel combat (see *Narrator's Guide*, p.87).

Damage applied at the starship scale is applied the same way to vehicles.

Action Rounds

As with personnel combat, vehicle combat is divided in action rounds; the vehicle can perform actions depending on its crew skills.

Speed

However, contrary to personnel, vehicles can move at a wide variety of speeds. This allows for a greater maneuverability. However, for combat, speeds must be adjusted; a hovercraft speeding at 15,000 kph cannot fight a battalion of foot soldiers.

A vehicle on the move establishes its cruising speed following the speed factors available to it (as determined by Table 1.30, p.23). The pilot must subtract the speed factor at which the vehicle is going to his piloting rolls: a fast-moving craft is difficult to handle.

Initiative

Vehicles roll initiative differently than personnel. The person steering the vehicle must take a piloting test according to the skill used (modified with bonuses and penalties): however do not subtract the speed factor to this roll but add it – this is the only time such a calculation is made.

As with personnel combat, surprise can apply. Personnel can even surprise a vehicle, if they manage to avoid detection and if the craft passes within range.

Actions

When it's the turn of the vehicle to act, it can perform several actions depending on its crew's decisions.

Typically, a vehicle can only perform two actions per round, like ground personnel. It's possible to take additional combat actions if needed, however each vehicle action suffers a cumulative -5 penalty, even if the character performing it still has individual actions to spare. If the character is also performing actions beyond his normal round allowance, then the individual penalties and vehicle penalties do stack.

Table 3.11 presents the most common actions a vehicle can do in a round, with the action cost and the corresponding sample tests. Of course, use this table only as a guideline; vehicles can perform other actions as needed – the Narrator stipulates what test must be undertaken.

AIM: When a vehicle aims at a target, it positions itself so as to ease the gunner's job. It takes one action, does not require a roll, and adds a +2 bonus to the character manning the weapons' roll. The vehicle must fire just after having aimed, otherwise the bonuses are lost.

ATTACKING: The vehicle fires its weapons at one target. The character in charge of the tactical station takes the corresponding test, System Operation (Tactical), which requires one action. If the attack

TABLE 3.11: VEHICLE COMBAT TESTS

ACTION	ACTION COST	TEST TYPE	COMMON MODIFIERS
Aim	1	None	+2
Attacking	1	System Operation (Tactical)	Ranged combat
Charge	2	Vehicle piloting test	Depending on conditions
Delay	0	None	None
Evade	1	Vehicle piloting test	Depending on conditions
Dodge	1	Vehicle piloting test	Ranged combat
Lock On	1	System Operation (Tactical)	Ranged combat

results in a hit, damage is applied. As with Starships, the TN for hitting a vehicle is equal to the enemy's Protection.

Charge: Using its speed and maneuverability, the vehicle charges its target. This can be devastating on personnel, as these are ran over; it can be effective on other machines and vehicles as well. Charging gives an advantage to the acting vehicle's dodging actions (+2 to dodge rolls against all enemies), and hampers the target's movement (-2 to the target's piloting rolls).

If a person or a group of persons is targeted, all the people failing their dodge rolls suffer damage equal to the vehicle size times its speed factor times 10.

Delay: Instead of acting in the initiative order, a vehicle can delay its actions until it sees how other vehicles act. Similar to the delay action in personnel combat (*Narrator's Guide*, p.87), the vehicle can act later in the round when it desires, however if two vehicles wish to act at the same time, they must take an Opposed vehicle piloting Test. The winner acts first.

Dodge: The basic maneuver of evading enemy fire. The mechanic is the same as personnel dodging (*Narrator's Guide*, p.87): if the attacker fails to hit the vehicle, no piloting test is needed.

Evade: This action allows to nullify the target locking of a single enemy vehicle. The acting vehicle must perform an Opposed Test against the crew member manning the enemy's tactical systems (he must still have available individual actions to perform in order to keep the lock). If the test is successful, the enemy vehicle loses Lock On.

The enemy can also decide not to maintain the lock, or may not have individual actions to spare; in this case the Evade action is automatically successful, and no actions are spent on the enemy side.

Lock On: Using the advanced targeting systems onboard the vehicle, the gunner locks on one target so as to hit it more easily. In order to perform Lock On, the vehicle must have tactical systems with D reliability or better. Only one target can be locked on at the same time (abandoning a lock is a free action). If the lock is successful, the gunner gets +5 to all attack tests against this target.

MIXING THE COMBAT SCALES

On some rare situations, personnel might find themselves in a position to attack a starship with their hand phasers, or stations might try to fight atmospheric vehicles in low orbit. These rules allow the porting of one combat scale to the next.

Damage Scales

Crew wanting to attack ships, stations or vehicles using hand weapons may find themselves surprised – the damage scale is completely different for personnel and spacecraft combat. Hand phasers, albeit very powerful, can only hope to scratch a starship or vehicle hull – even more if it is protected by shields.

If a precise correlation between damage scales is needed, take the energy weapon setting, divide by 10 (rounding down): this is the damage applied on the spacecraft scale. The shields' strength is only reduced (by one point) if the attacking character manages an Extraordinary Success. The TN for hitting a ship is equal to its Protection. The Narrator will forbid any firing upon ships if the conditions renders the action impossible – for instance, it's hopeless to fire an hand phaser on a starship travelling at warp...!

Needless to say, direct fire from any ship or vehicle weapon results in the instant death of a character. The TN for hitting somebody with vehicle or starship weapons is equal to the dodge roll of the target (if it still can dodge, otherwise the vehicle hits automatically).

Vehicles can fire their weapons at people to the full extent of their ranges, but starships and stations, due to the different ranges used and the difficulty of locking on someone precise with weapons that big, can only fire at persons situated at Point Blank (1) range. Of course, that does not prevent from shooting at bigger targets situated further, and whose destruction might be harmful to personnel, like vehicles or buildings.

The damage scale for stations, starships and vehicles is the same. The exception is vehicles with the Scale Shift flaw: they are instantly destroyed by starships, stations and vehicles without the flaw. Against those, they only apply 1/50th of their penetration value (once the flaw is taken into account).

The Order Of Action

No matter what, starships and stations are the best craft existing: designed as platforms able to perform the widest range of tactical operations possible, they outmaneuver all other types of craft. In a fight involving starships and/or starbases and other types of craft, the stations and starships always act first (resolve the initiative between them normally).

Vehicles and personnel can however act simultaneously. However, as vehicles are more maneuverable and have better reactions times than personnel, they gain a +5 bonus when rolling their initiative. That does not mean vehicles will always act first when engaged in a combat with personnel, but they are more likely to.

The Way Of The Craft

Being a starship officer is the most glamourous position in the galaxy. The opportunity to discover strange new worlds fills many people's dreams.

Starship officers spend years travelling from star to star on the decks of stations or ships. With the dangers and training comes many a refined skill: these are the tools of the trade, the way of the (space)craft.

This chapter details with new advancement possibilities for starship officers.

Additional Professional Abilities

Starship Officer

Tier 1 Professional Abilities

- EVA Natural: On a starship or starbase, everyone has to go out in space at one time or another; training help adapting oneself to EVA operations. When donning an EVA suit, the character does not suffer from the usual -2 penalty to physical tests.
- Secure The Deal: Starship officers, visiting many worlds and sometimes having to buy components and repair parts in the far reaches of space, often develop a knack for bargaining thanks to their knowledge of the universe. When conducting a Negotiate (Bargain) test, the character receives an affinity bonus equal to half his levels in the Specific World skill.

Tier 2 Professional Abilities

- Universal Wisdom: Starship officers travel much and meet many cultures and strange people. These experiences make them harder to fool than most. The character gains +2 Savvy. Prerequisite: Secure The Deal.

Command Officer

Tier 1 Professional Abilities

- Get Off My Ship: Sometimes they just don't listen, don't they? The character gains +4 for all Influence (Intimidate) tests.
- Skeletal Crew: The officer is a master of logistics and knows exactly how to dispatch his crew and resources. When a starship or station has to operate with a reduced crew, calculate the penalties as if the crew was 30% bigger.

Tier 2 Professional Abilities

- Battlefield Intuition: A well-seasoned officer is the central axis around which the whole ship revolves; by timing his actions right, he can create a synergy between all the members of his crew. When declaring a maneuver pattern, the officer gains +2 to his roll. Prerequisite: Fighting Captain.
- Think Like Clausewitz: The officer is a passionate of strategy, keeps an extensive library about the subject and spends much time playing strategic simulations and games. When performing a Command maneuver, the character receives +2 to his roll. Prerequisite: Tactics 6+.

Tier 3 Professional Abilities

- Wing Synergy: Some command officers are able to synchronize perfectly a ship

wing's actions through intuition and experience. When the officer commands the ship that is wing commander, the wing can perform an additional maneuver per round. Prerequisite: Battlefield Intuition.

Flight Control Officer

Tier 1 Professional Abilities

- Celestial Mechanic: The knowledge of celestial mechanics, of the moves of planetoids transcends science and becomes a second nature. When correcting an orbit, add +3 to the roll.
- Atmospheric Surfer: The officer is used to catching atmospheric currents in order to level a starship entry. When a ship is about to crash, the starting orbital decay in High Atmosphere is equal to 0 instead of 5.

Tier 2 Professional Abilities

- High Speed Piloting: Some officers just love speed and try to attain the highest ones possible. In combat situations, the vehicle can go 3 speed factors faster than what the combat would have allowed – provided the engines can sustain that speed. Prerequisite: Atmospheric Craft or Operate Vehicle 6+.
- Pilot With Your Eyes Closed: The officer has an uncanny ability to fly, trustung more his feelings than the sensor readings. When flying blind, the character gets only -4 to his piloting rolls instead of -8. Prerequisite: Hot Hands or System Operation (Flight Control) 6+.

Tier 3 Professional Abilities

- Fighter On Wheels: The officer has proven excellent reaction times when piloting a vehicle in combat situations. It can perform an additional piloting action per round with no penalties (the officer must still have individual actions to spare). Prerequisite: High Speed Piloting.

Engineer

Tier 1 Professional Abilities

- Do Your Best: The character works efficiently and knows how to use all help available, especially hardware. When the character takes advantage of the engineering facilities present aboard stations, all Engineering rolls receive +4.
- Resourceful: The character has a good sense of organization, and especially of engineering resources available onboard a facility.

When the character leads an intervention on a starship docked at a docking port, engineering facilities bonuses apply.

Tier 2 Professional Abilities

- Optimized Repairs: The officer dispatches his repair crews and uses his time efficiently. When repairing a critical system, two secondary systems are repaired along instead of one. Prerequisite: Systems Engineering 6+ or Resourceful.
- Power Manager: The character has an excellent feeling of power flows and networks in a ship or station, allowing him to redistribute resources efficiently. When transferring power, the officer adds +4 to the corresponding roll. Prerequisite: Do Your Best.

Tier 3 Professional Abilities

- Calibrator: The officer knows every property of every elemental particle, and how to emit just the right quantity without burning the equipment away. Add +4 to all Engineering (Navigational Deflector) rolls. Prerequisite: Systems Engineering (Navigational Deflector) 8+ or Power Manager.

Operations Officer

Tier 1 Professional Abilities

- Power Manager: As the engineer Tier 2 professional ability.
- Programmer: Operations officers often have to opitmize and write programs for the systems. The character receives +4 for all Computer Use (Programming) tests.

Tier 2 Professional Abilities

- Celestial Mechanic: As the Tier 1 fight control officer professional ability. Prerequisite: System Operation (Flight Control) 6+.

- System Intuition: A trained operations officer knows intuitively how to use systems to their maximum efficiency. When rolling a System Operation (Mission Ops) test, the character rolls 3D6 and keeps the highest two (the rule for double 6's still applies). Prerequisite: System Operation (Mission Ops) 6+ or Level-Headed.

Tier 3 Professional Abilities

- System Prioritizing: The officer can quickly divert power but also personnel or resources to vital systems in times of battle. Once per round, at the cost of an action, he can subtract -1 to a maneuver modifier to add +1 to another one. No more than one point at a time can be transferred in this manner. Prerequisite: System Intuition.

Security Officer

Tier 1 Professional Abilities

- Gun Mender: Onboard a ship or station, the weapon systems are at the core of the tactical officer's job. Security officers so learn to repair and modify these systems. Add +4 to all Systems Engineering (Weapons) the officer makes.

- Improved Initiative: The character has worked on his reflexes and vigilance to avoid being surprised. He gains +3 Initiative.

Tier 2 Professional Abilities

- Aim True: Tactical officers are adept at firing ships of stations weapons at the right angle, just where necessary. When executing tactical maneuvers, the character rolls an additional die and keeps the best two for his result. The rule of double 6's still applies. Prerequisite: Gun Mender or Tactics 6+.

- Get Off My Ship: As the Tier 1 command officer professional ability. Prerequisite: Influence (Intimidate) 6+.

Tier 3 Professional Abilities

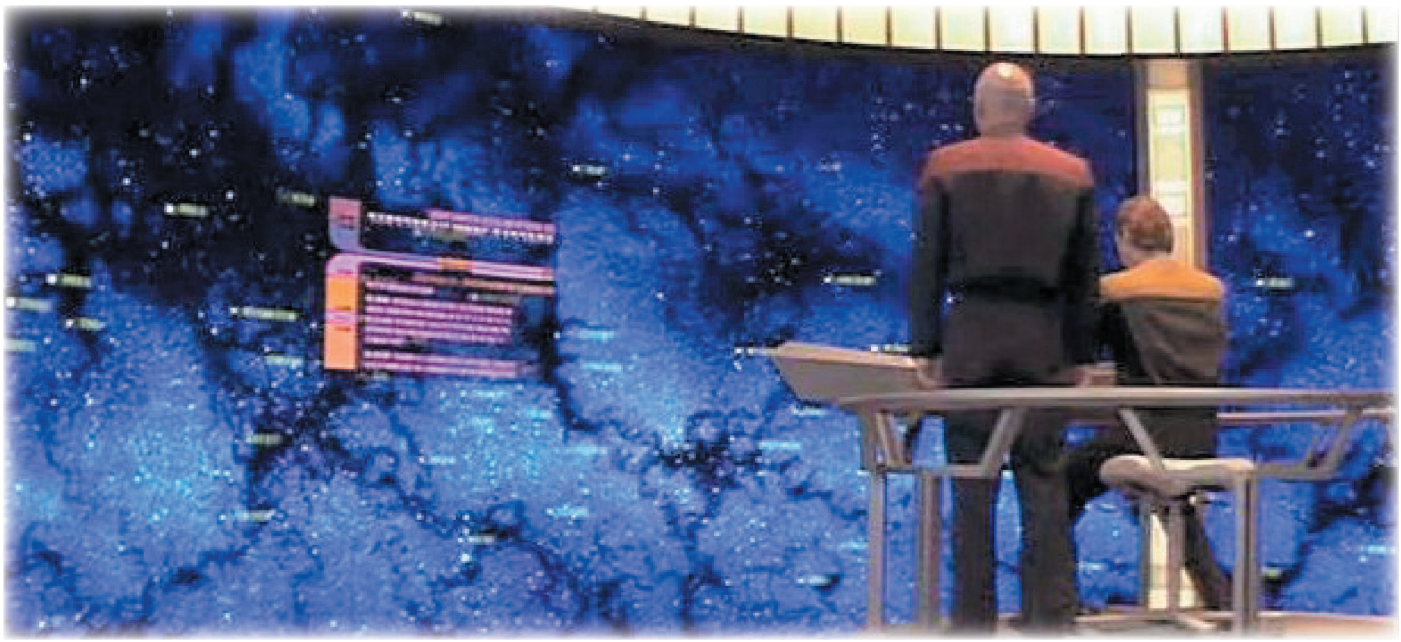
- Combat Tactician: Security officers train in various combat simulations, honing their reflexes and learning to make the best out of their computer systems. When manning the tactical systems, the officer can execute an additional tactical maneuver per round without suffering any additional action penalties. Prerequisite: Aim True

Counselor

Tier 1 Professional Abilities

- Body Language: People often betray their own emotions by their attitudes, postures, and way of speaking. When conducting an Inquire (Interview) test, the character gains an affinity bonus equal to half his Observe levels.

- Secrets Of The Heart: Unconsciously, the knowledge counselors have of the mind and heart give them an advantage when it comes to romantic relationships. The character adds +4 to all his Influence (Charm) tests.



Tier 2 Professional Abilities

- We're Among Friends: The character radiates an aura of friendliness that transcends cultural differences. When rolling an Inquire (Interview) test, ignore all social test penalties. Prerequisite: Secrets Of The Heart.

- No Fool: Counselors are especially trained to detect lies and perceive hidden meanings in other's words. When rolling a Savvy reaction test, the character rolls an additional die (3D6), keeping the highest two. The rule for double 6's still applies. Prerequisite: Body Language or Savvy 3+.

Tier 3 Professional Abilities

- I See What You're Thinking: The character has developed an uncanny way of sensing what other people are thinking, something that could almost border on psionics. During an Inquire (Interview) test, the character can roll a Medicine (Psychology) test mimicking all the effects of Psionics (Telepathy). The character gets a -5 on this Medicine roll however. Only one such test can be taken for each thirty minutes of interview. Prerequisite: We're Among Friends.

Medical Officer

Tier 1 Professional Abilities

- Emergency Room: Meticulous medical officers often engage in training scenarios in order to face the worst combat situations possible. That allows them to quickly organize medical facilities in order to prioritize treatments. When treating mass casualties, half of the people treated is fit to return to duty (instead of a third) and half must remain in sickbay (instead of two thirds).

- Exoanatomy: As physiologies and characteristics vary widely from species to species, medical officers document themselves on alien medicine in order to perform their jobs at peak efficiency. Choose a species: the officer receives +4 to his Medicine (Chosen Species' Medicine) rolls. This ability can be taken multiple times for multiple species (Klingon, Romulan, Talaxian...).

Tier 2 Professional Abilities

- Nerves Of Steel: When lives are at stake, medical officers cannot allow themselves to be distracted. When performing medical tests, the officer never suffers from academic test penalties like noise, stress due to time constraints etc. Prerequisite: Willpower 3+.

- Stay With Us: Medical officers don't want to let the people placed under their care to die without a fight: they are ready to do everything in their power, and then more, to save them. When treating mass casualties, 10% of the people who were not treated die, instead of 20%. Prerequisite: Emergency Room or Medicine (Traumatology) 6+.

Tier 3 Professional Abilities

- Medical Team Coordination: The medical officer evaluates quickly the members of his team and knows best how to use them. When treating mass casualties in Combined Tests, the officer receives double bonuses from characters working alongside him. Prerequisite: Nerves Of Steel or Medicine (Traumatology) 8+.

Science Officer

Tier 1 Professional Abilities

- Psychology Of The Masses: A sociologist's work differs from a psychologist's in the sheer number of individuals, however some behaviours can be found at both scales. When rolling a Social Sciences test, the character gains an affinity bonus equal to half his Medicine (Psychology) level, rounded up.

- Thinking Hard: The science officers are often so much absorbed into the complex problems they study that they almost forget totally about the outside world. When working on long Science skill tests, they receive +4 to Stamina tests when rolling Fatigue.

Tier 2 Professional Abilities

- Programmer: As the operations officer Tier 1 professional ability.

- Starship Aficionado: Some officers are just passionate about starships and stations: they collect blueprints, specifications, and learn to recognize systems at first glance. When analyzing a ship's status (as per the *Narrator's Guide*, p.102), add +4 to the test roll. Prerequisite: Working Model.

Tier 3 Professional Abilities

- Scientific Breakthrough: Just like with medicine, science is developed through the sharing of information and ground-breaking discoveries; and being aboard a starship or station is a wonderul opportunity to do reseach. When rolling an Extraordinary Success during any Science skill test, the officer gains +1 Renown at the end of the episode. This can be used only once per game session. Prerequisite: Science Tech.

CREW PROFILES

The repartition of personnel aboard starships and starbases is optimized: you want to have as much people as needed, working at

peak efficiency. Resources aboard spacecraft are not extensible, even with the advent of the replicator; nobody should stay idle.

The guidelines provided here allow you to determine roughly the way crews (not counting passengers) are organized aboard starships and stations, following the usual branches and subdivisions (Tables 4.1 and 4.2). These are very rough estimates; moreover, different missions, ships or situations may require different crew profiles. Therefore, feel free to adjust all these tables widely in order to suit the concept of the ship or station you're building: these tables are only rough guidelines. For instance, "0%" does not mean the position will never be found on the given starship or station type; just that they are very rare, but one may encounter them occasionnally. The same goes for generic percentages: do not calculate all figures down to the decimal point, just use the information provided as ideas to build your crew.

Different species have different ways of organizing their crews; for instance, Klingons will have more developed tactical branches than scientific ones. Adjust the percentages given for Starfleet vessels with Table 4.3.

TABLE 4.1: STARSHIP CREW BREAKDOWNS

	Command			*Operations*			*Science*	
Ship Type	Command	Flight Ctrl.	Engineering	Operations	Security	Counseling	Medical	Science
Warships								
Battleship	10%	5%	15%	25%	35%	0%	10%	0%
Dreadnought	10%	5%	15%	20%	40%	0%	10%	0%
Fast Attack	10%	5%	20%	30%	35%	0%	5%	0%
Fighter	30%	30%	5%	5%	30%	0%	0%	0%
Explorers								
Explorer	15%	10%	10%	25%	10%	5%	10%	15%
Heavy	15%	10%	10%	15%	15%	5%	10%	20%
Light	15%	10%	15%	20%	15%	0%	10%	15%
Cruisers								
Cruiser	10%	10%	10%	20%	20%	5%	10%	15%
Battle Cruiser	10%	10%	15%	15%	25%	0%	10%	15%
Exploratory Cruiser	10%	10%	15%	25%	10%	5%	10%	15%
Heavy Cruiser	10%	10%	10%	25%	15%	5%	10%	15%
Light Cruiser	10%	10%	20%	20%	15%	0%	10%	15%
Destroyers								
Destroyer	10%	5%	20%	25%	30%	0%	10%	0%
Heavy Destroyer	10%	5%	20%	10%	35%	0%	10%	0%
Escorts								
Escort	10%	5%	20%	30%	25%	0%	10%	5%
Destroyer Escort	10%	5%	20%	25%	30%	0%	10%	0%
Heavy Escort	10%	10%	25%	30%	25%	0%	10%	5%
Light Escort	10%	5%	25%	25%	25%	0%	10%	0%
Frigates								
Frigate	5%	5%	20%	30%	10%	5%	10%	15%
Fast Frigate	5%	10%	20%	30%	10%	0%	10%	15%
Heavy Frigate	10%	10%	20%	20%	15%	5%	10%	10%
Scouts								
Scout	5%	10%	30%	35%	5%	0%	5%	20%
Fast/Far Scout	5%	15%	30%	30%	5%	0%	5%	20%
Heavy	10%	10%	15%	20%	10%	0%	10%	25%
Specialized								
Courier	10%	15%	30%	40%	0%	0%	5%	0%
Medical	5%	5%	15%	15%	5%	15%	30%	10%
Surveyor	5%	10%	25%	35%	0%	0%	5%	20%
Deep Space Surveyor	5%	10%	25%	30%	0%	0%	10%	20%
Research / Laboratory	5%	5%	15%	15%	5%	5%	10%	40%
Support / Auxiliary								
Cargo Carrier	10%	20%	35%	30%	0%	0%	5%	0%
Runabout	10%	20%	20%	20%	5%	0%	5%	20%
Shuttlecraft	15%	25%	5%	25%	5%	0%	5%	20%
Tanker	10%	20%	35%	30%	0%	0%	5%	0%
Tender	10%	10%	45%	30%	0%	0%	5%	0%
Transport	10%	20%	35%	30%	0%	0%	5%	0%
Transport, Armored	10%	20%	30%	30%	5%	0%	5%	0%
Tug	10%	10%	40%	35%	0%	0%	5%	0%

TABLE 4.2: STARBASE CREW BREAKDOWNS

	Command		Operations			Science	
Ship Type		Engineering	Operations	Security	Counseling	Medical	Science
Space Stations / Starbases							
Light	15%	20%	30%	10%	5%	10%	10%
Medium	15%	20%	25%	15%	5%	10%	10%
Heavy	15%	20%	20%	15%	10%	10%	10%
Tactical Facilities							
Tactical Platform	35%	10%	15%	35%	0%	5%	0%
Light Defense Station	10%	20%	30%	35%	0%	5%	0%
Medium Defense Station	10%	20%	25%	35%	0%	10%	0%
Heavy Defense Station	10%	15%	25%	40%	0%	10%	0%
Outposts							
Light	10%	20%	30%	10%	5%	10%	15%
Medium	10%	20%	25%	15%	5%	10%	15%
Heavy	15%	20%	20%	15%	10%	10%	10%
Specialized							
Administrative Center	45%	15%	20%	5%	5%	10%	0%
Communications Station	15%	35%	40%	0%	5%	5%	0%
Factory	10%	40%	30%	0%	5%	15%	0%
Medical	10%	15%	15%	5%	15%	30%	10%
Observatory	10%	20%	30%	0%	5%	10%	25%
Recreation	25%	20%	20%	20%	5%	10%	0%
Research / Laboratory	10%	15%	15%	5%	5%	10%	40%
Hub	15%	35%	40%	0%	5%	5%	0%
Spacedocks							
Light	10%	50%	35%	0%	0%	5%	0%
Medium	10%	50%	30%	0%	0%	10%	0%
Heavy	10%	45%	30%	5%	0%	10%	0%

TABLE 4.3: ALIEN CREW BREAKDOWNS

	Command			*Operations*			*Science*	
Group	Command	Flight Control	Engineering	Operations	Security	Counseling	Medical	Science
Andorian	-	-	-	-5%	+5%	-	-	-
Borg	-5%	-	-	+10%	-	None	-5%	-
Cardassian	+5%	-	-	-	+5%	-10%	-	-
Dominion	+10%	-	-5%	-5%	+10%	-10%	-	-
Kazon / Trabe	+5%	-5%	+5%	-	+5%	None	-5%	-5%
Klingon	+5%	-	-	-	+10%	None	-15%	-
Orion	+5%	-	-	-	+5%	-10%	-	-
Romulan	+5%	-	-	-5%	+5%	-5%	-	-
Vulcan	-	-	-5%	-	-	-	-	+5%

SAMPLE SPACECRAFT PROFILES

This section presents a lot of ready-to-use starships, stations and vehicles, for Starfleet and the other major powers. For each, the rules specifications are given, as well as a lot of background elements for fleshing out your campaign.

FEDERATION

STARSHIPS

Starfleet *Ascendant*-class Light explorer 72
Starfleet *Centaur*-class Frigate 74
Starfleet *Constellation*-class Cruiser 76
Starfleet *Merced*-class Light escort 78
Starfleet *Norway*-class Destroyer 80
Starfleet *Olympic*-class Medical ship 82
Starfleet *Peregrine*-class Fighter 84
Starfleet Shuttlecraft
Argo Type 86
UFP *Atlas*-class warp tug 88
UFP *Ju'day*-class Courier 90

STATIONS

Starfleet *Drydock*-type series
Drydock Mk.I-type Light spacedock 92
Drydock Mk.II-type Medium spacedock 93
Drydock Mk.III-type Heavy spacedock 94
Starfleet *McKinley*-type Heavy spacedock 96
Starfleet *Regula*-type Outpost 98
Starfleet *Spacedock*-type Heavy spacedock 100

STATIONS

Starfleet *Argo*-series Light scout 102

KLINGON

STATIONS

Rao'pla-type Heavy defense station 104

ROMULAN

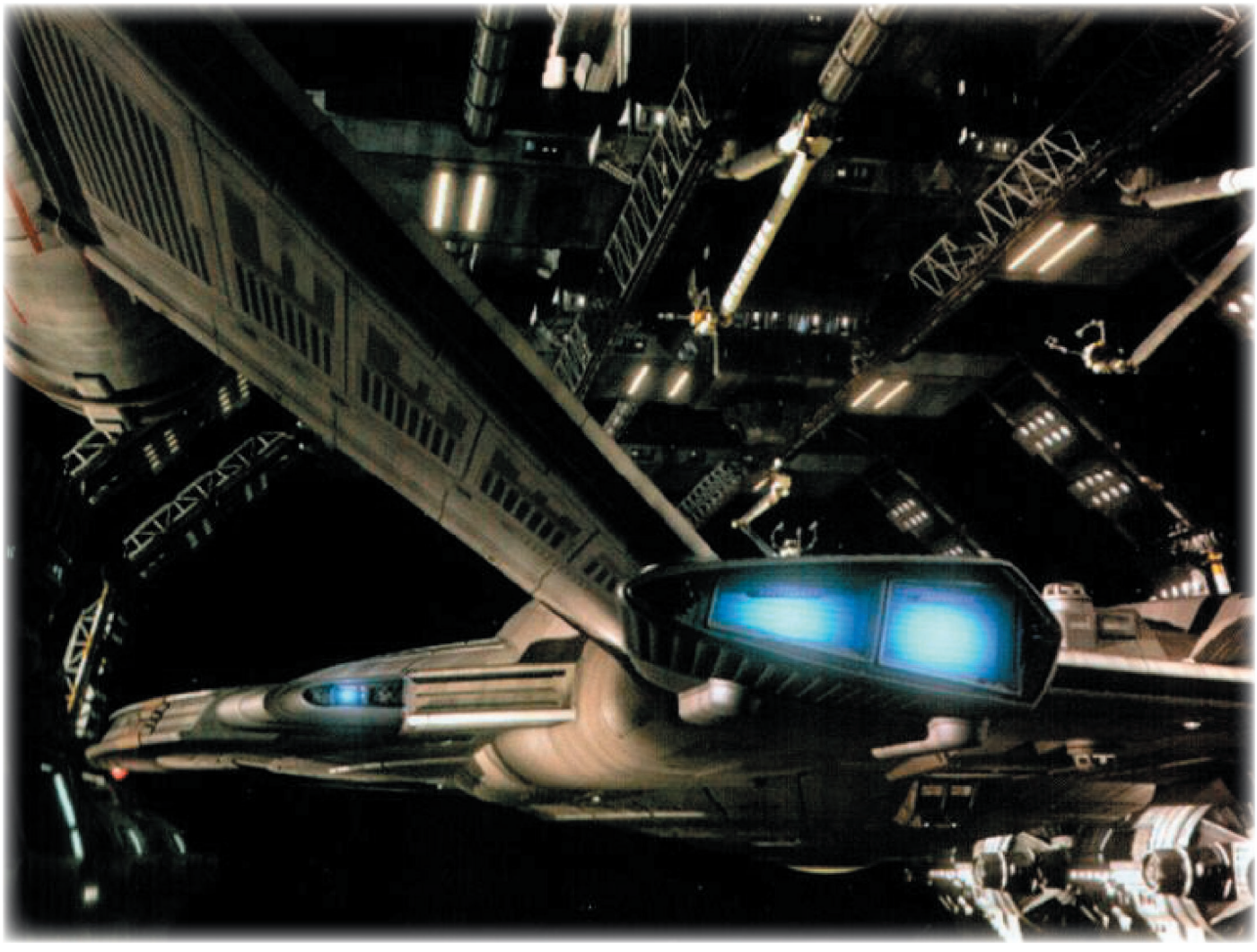
STARSHIPS

SCIMITAR-CLASS BATTLECRUISER 106

CARDASSIAN

STATIONS

NOR-TYPE STARBASE 108
ODAKRA-TYPE TACTICAL PLATFORM 108



STARFLEET ASCENDANT-CLASS

Light Explorer, Commissioned: 2372

FEDERATION

HULL DATA

Structure: 35 (5 ablative armor)
Size/Decks: 6/12
Length/Height/Beam: 303/89/72
Complement: 62

TACTICAL DATA

Phasers: Type X Pulse (x3/C)
Penetration: 5/3/3/0/0
Torpedo Launchers: Mk 95 DF (x1/C)
Quantum Penetration: 5/5/5/5/5
Deflector Shield: FSR (E)
Protection/Threshold: 17/4

PROPULSION DATA

Impulse System: FIG-7 (.95c) (E)
Warp System: LF-50 Mod.1 (9/9.5/9.99) (E)

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 60
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 6 Size worth
Tractor beams: 1 fv, 1 ad
Transporters: 6 standard, 6 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +0 H, +2 T
Traits: Ablative Armor, Intricate System (Operations), Pulse Upgrade, Sentient Computer, Vulnerable System (Operations)

Mission

Originally a test-bed for the LCARS-I system, the *Ascendant*-class is a rather small, fast, maneuverable and efficient explorer designed for a wide variety of mission profiles, scientific thanks to the cutting-edge sentient computer, as well as tactical with its outstanding capabilities. In many ways, the *Ascendant*-class combines the best of two popular designs, the *Intrepid*-class and the *Defiant*-class.

Features

The *Ascendant*-class features a new and unique system: the Library Computer Access and Retrieval System Incarnation, shortened as "LCARS-I". This artifical and sentient personality, initially developed by young engineering genius Benjamin Sandeker, provides users with a friendly interface able to understand complex commands and reconfigure ship functionalities on the fly. The artificial intelligence is able to learn from its interactions with the crew and from its experiences; it takes care silently of most routine tasks aboard the ship. As the ship is fully fitted with holographic emitters, the AI manifests itself physically under the form of a holographic character – generally a young woman. The AI tends to be considered as a crew member like any other by the crew rather than like a computer program; moreover, each ship of the class has a different AI, with a different avatar, and different personalities. The downside is that the system is quite vulnerable and very complex to repair.

The *Ascendant*-class is fully equipped for scientific missions, as shows its atmospheric capabilities and Class 4 sensor systems. The shuttlebay, situated at the rear, allows the deployment of auxiliary craft.

The class also boasts superb tactical capabilities based on recent technologies, such as the ablative armor or the FSR shield grid, which equips upgraded *Galaxy*-class starships. The *Ascendant*-class is also equipped with pulse phasers and quantum torpedo launchers.

The class is also faster than most ships of its size, thanks to the brand new LF-50 Mod.1 warp drive which can sustain warp 9.5 as its maximum normal cruise speed; the FIG-7 impulse drive allows *Ascendant*-class startships to outrun even fighters.

Background

Developed first as a prototype in 2370 under the direction of admiral Terrence Ogby, the *Ascendant*-class was designed as a prototype frigate. Ethical debates raged over the Federation Council and the Advance Starfleet Design Bureau: it was considerable unreasonable and unethical to give so much power to an artificial intelligence over a starship, when personality routines have been deliberately kept out of LCARS systems for years. As a result, many limitations to the AI's power have been introduced, in order to keep it as an assistant to the captain, not the other way round.

Many shortcomings appeared during the two years of testing that followed: the LCARS-I system was too much trouble to repair, too vulnerable for the benefits added. However, upon an encounter with the android NRX, the AI (nicknamed "Carsi") was considerably upgraded, to the point that the personalities of LCARS-I systems made them almost undistinguishable from real people. Yet, the LCARS-I system was totally integrated to the starship's mainframe as a consequence, so that, really, the AI *is* the ship and considers itself as such.

The ASDB got back to the drawing board, and with the help of cdr. Loryk, ltn. cdr. Page, ltn cdr. Yvok, ltn. cdr. Sandeker, ltn. Kera Doyt and ltn. Faren Antos – the senior offifcers of the original U.S.S. Ascendant – the ship was refitted. The *Ascendant*-class was approved and production began with a group of three ships, setting the convention that all further ships would bear a name in two parts, one of them being the name of the AI. All three AIs developed much different personalities under the tutelage of Carsi, and as complex and efficient as the first one, making effectively four different beings.

During the Hydra Case leading to the Second Borg assault on Sector 001, the *Ascendant*-class proved a very efficient design, both for long-range exploration and combat. The Dominion War put a halt to the development of the class, as the assembling of such a ship, due to the LCARS-I system, is very complex and time-consuming. However the *Ascendant*-class vessels illustrated themselves in coordinating wings of much larger ships, thanks to the advanced capabilities of the AI's.

The production will very likely resume as the need for medium and long-range exploration increases again with the return of peace.

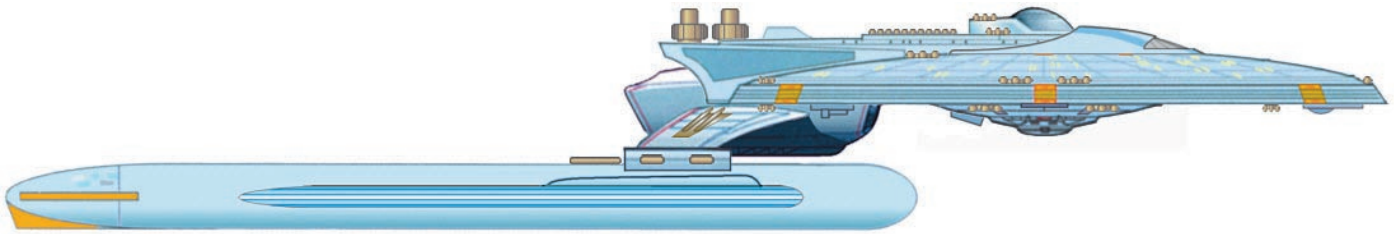
Ships In Service

Name	Registry	Notes
U.S.S. Ascendant	NCC-76620	Prototype launched in 2370; underwent heavy refit (2372) before class validation; thwarted the Hydra Project involving Section 31, the Obsidian Order and the Tal Shiar (2373) (R20, Famous) (AI name: Carsi)
U.S.S. Maffei Tenebrant	NCC-77284	Coordinated the third wing assault during the Second Battle of Betazed (2375) (AI name: Maffei)
U.S.S. Pax Magellanic	NCC-77283	Most independent and voluntary AI to date; disappeared under mysterious circumstances during the First Battle of Betazed (2374) (AI name: Magellanic)
U.S.S. Phœnix Rising	NCC-77285	Less independent AI to date; participated as back-up during the final attack on Cardassia (2375) (AI name: Phœnix)

STARFLEET CENTAUR-CLASS

FEDERATION

Frigate, Commissioned: 2327



HULL DATA

Structure: 30
Size/Decks: 6/10
Length/Height/Beam: 380/92/55
Complement: 131

TACTICAL DATA

Phasers: Type VIII (x3), Type IX (x2/C)
Penetration: 5/5/4/0/0
Torpedo Launchers: Mk 50 DF (x2/C)
Photon Penetration: 4/4/4/4/4
Deflector Shield: CIDSS-3 (C)
Protection/Threshold: 15/3

PROPULSION DATA

Impulse System: FIB-3 (.75c) (D)
Warp System: LF-9X4 (5/7/9) (C)

OPERATIONAL DATA

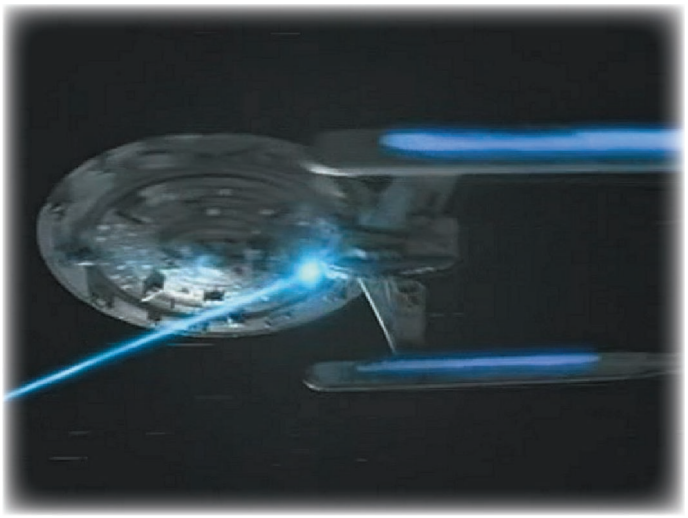
Atmosphere Capable: No
Cargo Units: 60
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 3a (+3/CC)
Separation System: No
Shuttlebay: 1 ad
Shuttlecraft: 6 Size worth
Tractor beams: 1 fv, 1 ad
Transporters: 6 standard, 6 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +1 H, +1 T
Traits: Prototype (Warp Engine)

Mission

The *Centaur*-class is a versatile frigate designed for a variety of missions, like deep space scouting operations, or as support for larger "multi-purpose" ships such as the *Ambassador*-class. The class is at its best for emergencies and rapid deployment thanks to cutting-edge warp technology.



Features

The *Centaur*-class is a quick and rather polyvalent ship; the FIB-3 impulse drive provides good sublight capabilities. The ship also represented a quantum leap is warp technology; the streamlined spaceframe allowed Starfleet engineers to taylor precisely the shape of the warp bubble around the ship. The two long warp nacelles further increase the plasma flow in the warp coils, increasing dramatically the capacity and fiability of the LF-9X4 warp drive. Thus, the *Centaur*-class is able to keep up with bigger ship, like *Ambassador*-class cruisers.

This increase in the warp system however has a downfall, as it limits the tactical capabilites of the ship. As the plasma primarily goes to the engines, only little can be diverted to the beam weapons. Hence, the *Centaur*-class is one of the last ships of the era to be equipped with phaser banks and not phaser arrays, as became the custom in the earliest 24th century. That is also the reason why the phasers installed on the *Centaur*-class are of a mixed type. Initially, Starfleet engineers intended to wholly fit the class with the new Type IX phasers, but problems of power outputs prevented this, and three banks had to be retrofitted to Type VIII phasers.

Thanks to the specific geometry of the class, the defensive systems are however perfectly adequate, as the CIDSS-3 shield grid is the same model as for *Ambassador*-class cruisers. The same system was even to equip the well-known *Galaxy*-class explorers.

This class has good capabilities in all fields, only its small size limits it. For this reason, *Centaur*-class frigates remained in service well into the 24th century.

Background

The *Centaur*-class frigate was designed as a small replica of the "multi-purpose" ships Stafleet often used with success in the 23rd century. Due to the Federation's expansion, this philosophy had been temporarily abandoned at the beginning of the 24th century, to come back in full force with the development of the *Ambassador*- and *Constellation*-classes. The *Centaur*-class is another representative of this type of design, although at a much smaller scale, hence implying a smaller deployment range.

Centaur-class frigates were the unsung heroes of the 24th century exploration. They provided support to the *Ambassador*-class starships, patrolled the Federation's frontiers, and conducted many successful scouting missions in uncharted territory. Their small size prevented them from being sent on long-range missions, but their speed allowed them to be dispatched on various emergencies, and even their tactical systems allowed them to take part in small conflicts.

Centaur-class frigates remained in service even after the Dominion War. Even with the phaser capacitance problem, the reliable warp drive and the modern defensive systems proved that the design was very sound. As the class approached retirement, it was heavily mobilized for the Dominion War, where it provided good support for heavier and less nimble ships, like the *Excelsior*-, *Ambassador*- and *Galaxy*-classes.

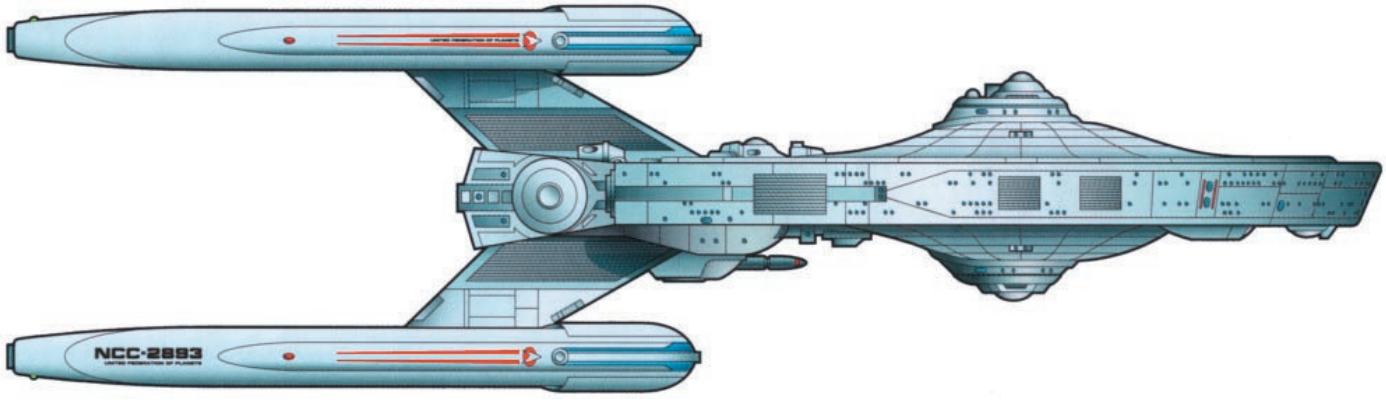
Ships In Service

Name	Registry	Notes
U.S.S. Centaur	NCC-42043	Lead ship of the line; took part in Operation Return (2374)
U.S.S. Mephistopheles	NCC-43921	Lost during rescue mission in uncharted territory (2348)

STARFLEET CONSTELLATION-CLASS

FEDERATION

Cruiser, Commissioned: 2302



HULL DATA

Structure: 30
Size/Decks: 6/15
Length/Height/Beam: 310/95/104
Complement: 310

TACTICAL DATA

Phasers: Type VIII (x4/C)
Penetration: 5/5/4/0/0
Torpedo Launchers: Mk 22 DF (x4/C)
Photon Penetration: 5/5/5/5/5
Deflector Shield: CIDSS-2 (C)
Protection/Threshold: 14/4

PROPULSION DATA

Impulse System: RSV-2 (.5c) (CC)
Warp System: LN-72 (3/4/5) (D)

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 60
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 3 (+3/D)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 6 Size worth
Tractor beams: 1 fv, 1 a
Transporters: 6 standard, 6 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +0 H, +2 T
Traits: Prototype (Warp Engine)

Mission

Starfleet and the Federation have a long history of "multi-purpose" ships, able to serve in a variety of missions. The *Constellation*-class comes after the huge success of the *Constitution*-class; the aim of the *Constellation*-class was to reenact this success with the brand new technology available at the dawn of the 24th century. The *Constellation*-class is therefore able to carry virtually any mission possible, exploration, tactical support, diplomacy, rescues.

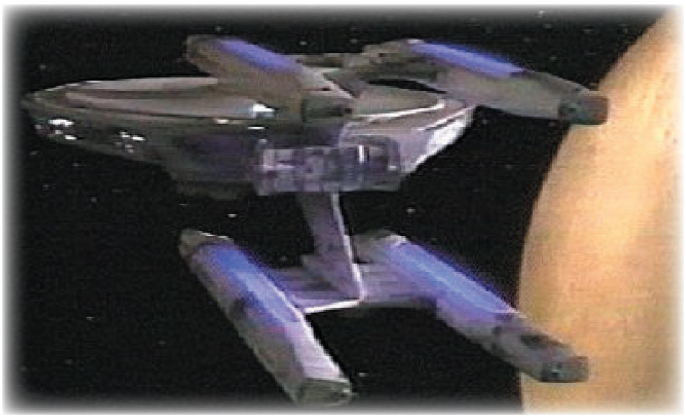
Features

The *Constellation*-class features reliable systems as well as cutting-edge technology. For instance, the life support and operations systems are the same as those installed aboard the *Constitution*-class starships. The robust and accurate Class 3 sensor systems are suited for conducting scientific and exploration missions.

Constellation-class starships are also equipped with superior tactical capabilities. The Type VIII phasers are a huge improvement over the outdated Type IV phasers mounted on *Constitution*-class starships; and are almost as powerful as the four Mk 22 DF photon torpedo launchers, mounted under the saucer section and at the rear of the vessel.

For successfully completing the wide variety of missions assigned to the starship, a powerful warp drive was needed, in order to conduct deep space assignments or answer quickly to emergency missions. To that end, Starfleet engineers conducting specific optimizations on the most advanced warp engine available, the LN-72. By pushing the plasma flow and increasing the size of the matter / antimatter reaction chamber, they were able to increase two-fold the power output of the drive. In order to stabilize the increased warp field, an original spaceframe was designed: the *Constellation*-class is the first ship to be equipped with four warp nacelles. With the plasma flow thus divided, the warp field generated is perfectly stable, and makes *Constellation*-class starships incredibly fast for their size.

At impulse speeds, the *Constellation*-class is reasonably fast, as the RSV-2 drive provides a top speed comparable to *Constitution*-class starships.



Background

The *Constellation*-class is the noble successor of the *Constituition*-class. It was the precursor of a new era of space exploration, where the Federation would develop in peace. Following the success of the first ships, mass production began, as Starfleet intended the *Constellation*-class to replace the older *Constitution*-class. However, *Constitution*-class starships had begun an intensive cycle of refits, ten years prior to the launch of the *Constellation*-class, that put them almost on par with the new class. Soon, many ships were available, with nearly identical profiles, which led to a mismanagement of resources, and a slowing of the *Constellation*-class production.

This situation lasted until the beginning of the 24th century when the Federation continued to expand exponentially but starhip production progressed arithmetically; then, mass production of *Constellation*-class starships resumed. This truly was the glorious era of the ship, before it was progessively replaced by *Ambassador*-class starships.

But the latter, bigger and slower to build, did not halt the production of the *Constellation*-class. However, the role of the class fell progressively back to routine or support missions, while the deep space exploration duties were taken by *Ambassador*-class starships.

Constellation-class starships remain in service even after the Dominion War. The class in one of the longest-lived in Federation history.

Ships In Service

Name	Registry	Notes
U.S.S. Constellation	NCC-1974	Lead ship of the line; over a century of active duty (Famous)
U.S.S. Gettysburg	NCC-3890	Last ship commanded by admiral Mark Jameson
U.S.S. Hathaway	NCC-2593	Decommissioned (2365); used for battle traning
U.S.S. Magellan	NCC-3069	Commanded by captain Conklin; took part in Operation Return (2374)
U.S.S. Stargazer	NCC-2893	First ship commanded by J.L. Picard; suffered energy imbalances; nearly destroyed in a battle by the Ferengi where the Picard maneuver was first used (2355); returned to the Federation (2364) (Jury-rigged)
U.S.S. Victory	NCC-9754	Commanded by captain Zimbata; ltn. cdr. LaForge's first assignment; investigated the disapperance of 49 Federation personnel at Tarchannen III (2362)

STARFLEET MERCED-CLASS

FEDERATION

Light Escort, Commissioned: 2312

HULL DATA

Structure: 30
Size/Decks: 5/10
Length/Height/Beam: 187/35/74
Complement: 50

TACTICAL DATA

Phasers: Type VII (x2/B)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 40 DF (x2/B)
Photon Penetration: 4/4/4/4/4
Deflector Shield: CIDSS-2 (C)
Protection/Threshold: 14/3

PROPULSION DATA

Impulse System: FIB-2 (.75c) (C)
Warp System: LF-2 (3/4/5) (BB)

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 50
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 3a (+3/CC)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: 5 Size worth
Tractor beams: 1 av
Transporters: 2 standard, 2 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +1 H, +2 T
Traits: Hardened System (Weapons), Prototype (Warp Engine)

Mission

At the turn of the 24th century, as the Federation expanded but the technology remained rather stagnant, some emphasis was put on the importance of defending the Federation's frontier. The *Merced*-class is an attempt at designing a light escort that could be stationed in order to defend important facilities or planets.

Features

The *Merced*-class was one of the first ships designed by the Federation with clearly battle as its main objective. Following this idea, the *Merced*-class received some of the most advanced systems available at the beginning of the 24th century. Another concern was the reliability of the whole – the *Merced*-class has been designed with robust components, able to suffer important damage before failing.

The offensive capabilities of the *Merced*-class are quite impressive. Featuring two Type VII phaser arrays and two Mk 40 DF photon torpedo launchers, the ship can be a dangerous threat even alone. Well protected by the CIDSS-2 shield grid, the structure also is reinforced with duranium plating.

When the *Merced*-class was approved, the LF-2 warp drive had just been completed; but the developers didn't stop there. An enhanced version of the LF-2 powers *Merced*-class starships, allowing them to attain never-before-seen speeds. These developments served as base to the new LF-6 warp drive, completed five years later.

With its brand new warp drive and with the modern FIB-2 impulse system, the *Merced*-class can be deployed very quickly and cover a lot of ground – although its small size makes it dependent on its home base or station. Yet *Merced*-class starships are very efficient for interception missions.

The systems are also very reliable. Extra redundancies prevent them from going offline even when the ship suffers important damage. In this manner, extra care was taken with the weapon systems, which are especially reinforced on *Merced*-class starships to offer longer operation in combat situations.

A shuttlebay complements the ship if the need for auxiliary craft arises.

Background

As the Federation grew in size, it attracted the interest of more enemy civilizations. But the Federation found itself in a catch-22 situation at the beginning of the 24th century: unable to accelerate the prodcution of ships, limited by warp drive capabilities which implied longer travel times and less reactivity, wider and larger frontiers were to be defended.

The "multi-purpose" ships in use until then began to show their limits in this context, and the need for more specialized ships arose. With the growth of the Romulan threat after the Tomed Incident, Starfleet designed the *Merced*-class in order to defend the Federation's perimeter.

But shortly after that, the Romulan entered their long isolation, and the need for the *Merced*-class soon subsided. Starfleet having never been in favor of military vessels, and technological advances allowing a return to the "multi-purpose" ships (as the *Ambassador*-class commissioned in 2322), the *Merced*-class production was soon canceled and the class discontinued. The *Merced*-class has the shortest production cycle of Starfleet, with only eleven units produced in five years.

Some of these vessels remained in service during the second half of the 24th century, before the Dominion War. However, outdated by technological advances, especially when it comes to the LF-2 prototype warp drive, they can no longer be dispatched quickly enough where they are needed.

For this reason, fifty years after their production, *Merced*-class starhips are now stationed at non-vital locations inside Federation territory, in order to provide support.

Merced-class starships were part of the old ships refitted for combat during the Dominion War. Unsurprisingly, the outdated ships didn't fare well in battle. After the peace was signed, only one *Merced*-class ship remained in service, the U.S.S. Trieste, to be ultimately decommissioned in 2377.

Ships In Service

Name	Registry	Notes
U.S.S. Merced	NCC-37001	Prototype of the line
U.S.S. New Delhi	NCC-37422	Stationed at mining colony Omicron Zeta 612-VI
U.S.S. Trieste	NCC-37124	Stationed at Starbase 74; former assignment of Cdr. Data; sole Dominion War survivor of the line; decommissioned (2377)

STARFLEET NORWAY-CLASS

Destroyer, Commissioned: 2371

FEDERATION

HULL DATA

Structure: 25 (5 ablative armor)
Size/Decks: 6/14
Length/Height/Beam: 342/48/233
Complement: 140

TACTICAL DATA

Phasers: Type X (x4/C)
Penetration: 6/5/5/0/0
Torpedo Launchers: Mk 80 DF (x2/C)
Quantum Penetration: 6/6/6/6/6
Deflector Shield: FSQ (D)
Protection/Threshold: 17/4

PROPULSION DATA

Impulse System: FIG-7 (.95c) (C)
Warp System: LF-35 (6/9.2/9.8) (D)

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 60
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: 1 ad
Shuttlecraft: 6 Size worth
Tractor beams: 1 fv, 1 ad
Transporters: 3 standard, 3 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, +2 H, +1 T
Traits: Ablative Armor

Mission

As a destroyer, the *Norway*-class is designed primarily for battle. Its very quick engines make it suitable primarily for interception missions, but it can take an excellent part in battles as well.

Features

The *Norway*-class takes advantage of the latest technological advancements in the tactical and propulsion fields. It integrates successfully some systems that were tested on the *U.S.S. Defiant* as a prototype, such as the ablative armor or the quantum torpedoes, but taking them further in a bigger and more stable spaceframe.

The offensive capabilities of the *Norway*-class are outstanding. Equipped with four Type X phaser banks and twin Mk 80 DF multifunction torpedo launchers, it prefigures the *Sovereign*-class; these weapons allow the class to be a lethal threat even to much bigger ships. However, the class' hull had to be made less resistant than planned to make room aboard for the tactical systems.

For a ship designed for battle, it is of the utmost importance that it is protected efficiently. To compensate for the lost of overall power available to the structural integrity field, the *Norway*-class' hull is reinforced with ablative armor. Moreover, the FSQ shield grid provides superb protection and allows the vessels to resist even the most devastating attacks.

For a destroyer, the tactical capabilities are not the only vital aspect: speed is also the essence. The *Norway*-class thus boasts an excellent speed, both at warp and impulse. The FIG-7 impulse drive makes the *Norway* one of the fastest vessel classes ever commissioned by Starfleet; and the LF-35 warp drive, even if outrun by the newest drives such as the LF-45 or the LF-50 Mod.1 equipping the recent *Intrepid*- and *Ascendant*-class light explorers, allows the *Norway*-class to be deployed in e remarkably short time, and at a long range.

The *Norway*-class is also exceptionnally nimble for a ship of her size. And it provides the full set of versatile capabilities one might expect to find aboard a modern Starfleet vessel, from Class 4 sensors to a full complement of auxiliary shuttles available from the shuttlebay, located aft.

Background

Before the *Defiant*-class was deemed successful by Starfleet, the *Norway*-class can be considered in many aspects to be a "viable" *Defiant*-class. Indeed, the *Norway*-class project was launched under the Perimeter Defense Directive shortly after the *Defiant*-class project was underway.

The *Norway*-class can fulfill therefore sensibly the same array of missions as the *Defiant*-class, on a broader sense. There was however an aspect on which the *Norway*-class could be lacking: the absence of pulse phasers was supposdely a disadvantage if the class was to fight the Borg. Fortunately, history proved otherwise, as *Norway*-class vessels distinguished themselves in battle during the Borg offensive on Earth in 2372.

The *Norway*-class rendered invaluable services to the Federation during the Dominion War. As one might expect, their capabilities made them perfectly suited for fighting in such a long and difficult conflict. *Norway*-class destroyers conducted many raids on enemy forces and installations, as well as intercepted, and harassed Dominion fleets before their arrival on the battlefield.

More *Norway*-class starships will likely be built as the Federation needs to reassert its frontiers at the end of the war.

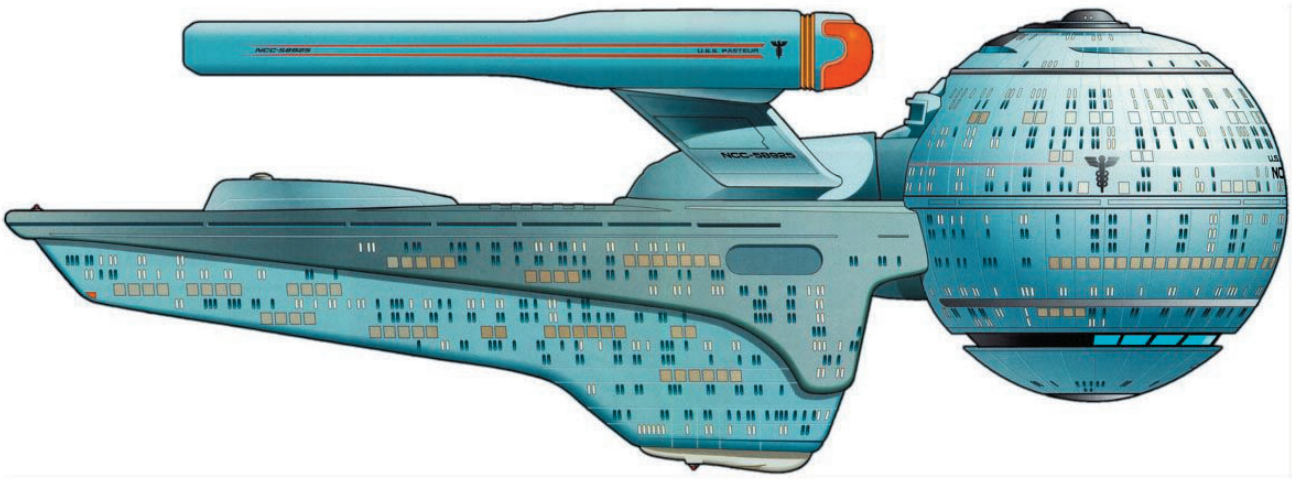
Ships In Service

Name	Registry	Notes
U.S.S. Budapest	NCC-64923	Fought during the Borg assault on Earth (2372)
U.S.S. Norway	NCC-64522	Lead ship of the line

STARFLEET OLYMPIC-CLASS

FEDERATION

Medical ship, Commissioned: 2365



HULL DATA

Structure: 25
Size/Decks: 5/27
Length/Height/Beam: 239/96/82
Complement: 125

TACTICAL DATA

Phasers: Type V (x1/B)
Penetration: 3/3/2/0/0
Torpedo Launchers: Mk 40 DF (x1/B)
Photon Penetration: 3/3/3/3/3
Deflector Shield: CIDSS-2 (C)
Protection/Threshold: 14/4

PROPULSION DATA

Impulse System: FIB-3 (.75c) (D)
Warp System: LF-41 (6/9.2/9.6) (D)

OPERATIONAL DATA

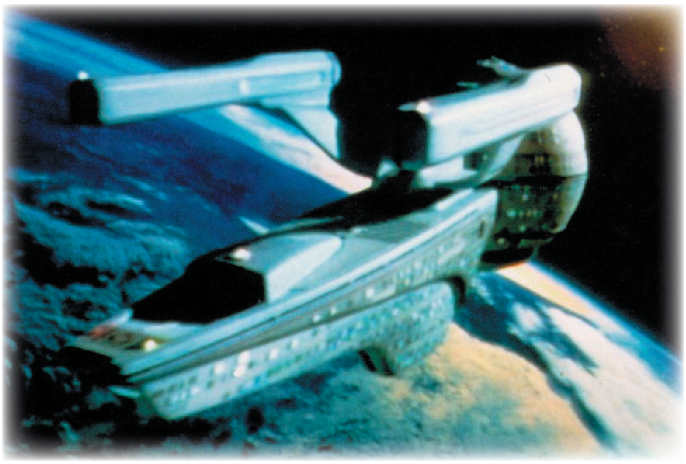
Atmosphere Capable: No
Cargo Units: 80
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 2 (+2/C)
Separation System: Yes (emergency)
Shuttlebay: 2 ad
Shuttlecraft: 10 Size worth
Tractor beams: 1 a, 1 fv
Transporters: 10 standard, 10 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +3 C, +0 H, -1 T
Traits: Hardened System (Shields)

Mission

The Federation has always taken great care of those in need, sending assistance no matter what, even in the greatest of dangers. The *Olympic*-class serves exactly this purpose. This specialized medical vessel answers to any medical emergencies, serving as a fully-equipped and autonomous space hospital.



Features

The first concern for the *Olympic*-class designers was the safety of the passengers (the medical symbols easily visible on the ship's hull clearly indicate its peaceful role); all features of the class tend to that goal.

For instance, the *Olympic*-class boasts extensive accomodations for passengers, all gathered in the spherical primary hull, that can separate in cases of emergency. The standard capacity of an *Olympic*-class vessel is 300 sick or wounded, but for evacuation purposes, up to 2500 passengers can take place aboard the ship. The Class 4 life support system, which equips *Olympic*-class starships, is one of the most robust available. Vast cargo holds are filled with various supplies for missions of assistance.

This is also the reason why the *Olympic*-class is very lightly armed. The Type V phaser banks and the single Mk 40 DF torpedo launcher are used for the basic defense of the ship, but when attacked, an *Olympic*-class vessel will preferentially retreat or call in reinforcements.

On the other hand, the CIDSS-2 shield grid has been modified to be made especially reliable on this class; the strength of these starships' shields are on par even with the first runs of *Galaxy*-class explorers.

Olympic-class starships can be dispatched rather quickly to emergencies, thanks to the LF-41 warp drive, which can routinely attain warp 9.2. The vessel can also travel rather quickly inside a star system, thanks to the FIB-3 impulse drive.

Olympic-class vessels also come with many support possibilities for the quickest possible dispatching of resources. The two shuttlebays provide a wide variety of support craft and the numerous transporters allow the class to perform emergency evacuations. Additionnally, the Class 2 sensor systems, even if not state-of-the-art, are largely sufficient for close range scans, and the two tractor beams can be used to tow damaged craft or move space objects away from a stranded starship.

The Class 4 operations system also ensure the uninterrupted function of all onboard systems. Likewise, on completion of the Emergency Medical Hologram, the *Olympic*-class' many sickbays were all equipped with it in order to assist the medical crews, and are continuously upgraded as new versions of the EMH are completed.

Background

Olympic-class starships have served silently, but courageously and dutifully all over the Federation and often beyond, whenever and wherever assistance was needed. When there is a medical emergency, or in order to save the survivors of a battle, *Olympic*-class ships are dispatched.

For instance, *Olympic*-class vessels such as the U.S.S. Hippocrates were sent immediately after the disaster of Wolf 359. *Olympic*-class starships were also vital in rescue missions following the terrible battles of the Dominion War, especially when they happened inside Federation territory.

In the alternate future devised by Q for Jean-Luc Picard, Beverly Picard commanded such a starship, the U.S.S. Pasteur, which was unfortunately destroyed by a warp core breach.

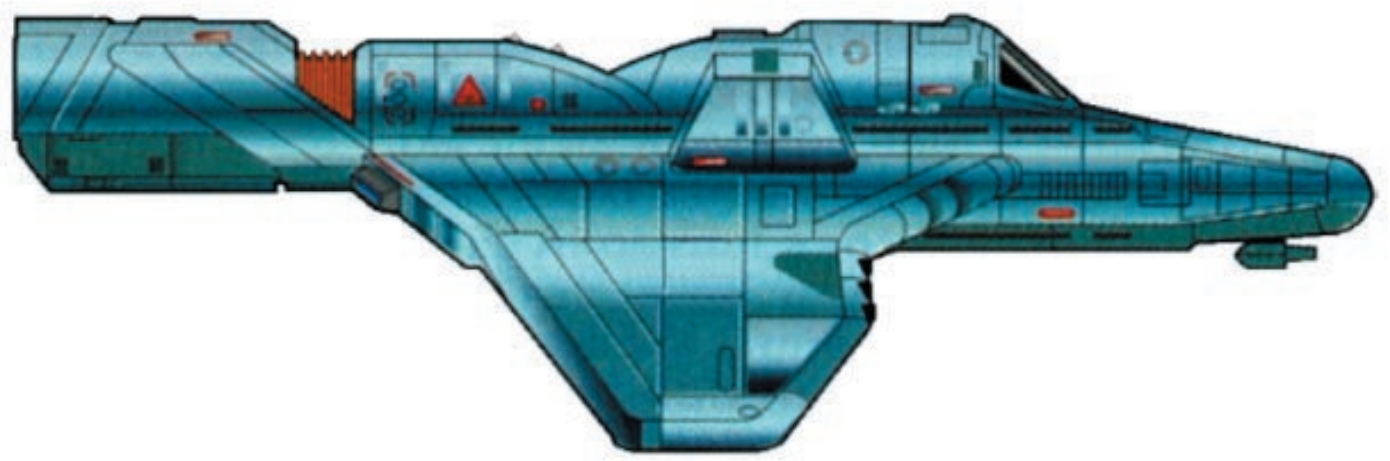
Ships In Service

Name	Registry	Notes
U.S.S. Hippocrates	NCC-54799	Took part in the rescue operations following Wolf 359
U.S.S. Nobel	NCC-55012	Searched for the U.S.S. Hera along with the U.S.S. Excelsior (2370); engaged the Dominion (2374)
U.S.S. Olympic	NCC-53714	Prototype and first ship of the class
U.S.S. Pasteur	NCC-58928	In Q's alternate future, commanded by captain Beverly Picard and destroyed by warp core breach (2386)

STARFLEET PEREGRINE-CLASS

FEDERATION

Fighter, Commissioned: 2370



HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 18/7/15
Complement: 1 (2)

TACTICAL DATA

Phasers: Type II (x2/A)
Penetration: 2/2/2/0/0
Torpedo Launchers: Mk 50 DF (x1/A)
Photon Penetration: 3/3/3/3/3
Deflector Shield: PFF-2a (B)
Protection/Threshold: 13/2

PROPULSION DATA

Impulse System: FIB-3 (.75c) (B)
Warp System: LF-2 (2/3.5/5) (B)

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 2 (C)
Operations System: Class 1 (B)
Sensor System: Class 2 (+2/C)
Separation System: No
Shuttlebay: No
Tractor beams: 1 av
Transporters: 1 2-person standard

MISCELLANEOUS DATA

Maneuver Modifiers: -7 C, +5 H, +1 T
Traits: Limited Coordination, Nimble

Mission

Under the Perimeter Defense Directive, the need for a fast, heavily armored craft which could be deployed in small task forces, or squadrons – in one word, a fighter – appeared. The answer to this need was the *Peregrine*-class fighter. Small, light, fast and extremely maneuverable, the *Peregrine*-class fighter can be deployed in squadrons from stations or carrier ships, like *Akira*-class cruisers. They pack good offensive capabilities that can really tilt the balance of a combat.

Features

Due to its small size, the *Peregrine*-class fighter is equipped with systems that might seem outdated when compared to capital ships, like the slow and unreliable LF-2 warp system or the old PFF-2a shield grid. But this craft is not to be imagined alone in combat. Ususally deployed in squadrons of six, *Peregrine*-class fighters can be a deadly threat to bigger ships. Its atmospheric capabilities also allow to strike at ground targets – or hide where most starships cannot follow. Two foils, that fold upright when the ship is docked or landed, extend on each side of the craft to level the starship's entry in atmospheres.

The greatest asset of the *Peregrine*-class is undoubtedly its maneuverability: powered by FIB-3 impulse engines allowing speeds up to .75c, the *Peregrine* is one of the nimblest classes ever designed in the known galaxy.

Another tactical advantage of the class is its Mk 50 DF photon torpedo launchers fitted under the nose, which allow pilots to launch strikes even from afar. The *Peregrine*-class has neither a profile of bomber or interceptor – its versatility is another of its strengths, although the very limited crew of one (occasionally two persons) is bound to reduce the variety of tactical moves the craft can make, hence limiting it mostly to basic maneuvers.

Since it is not the policy of Starfleet to send officers to death, every *Peregrine*-class fighter pilot receives the directive to beam out using the emergency transporters, or at least eject, as soon as the ship has sustained heavy damage, or if the shields fail. Following this, Class 2 life support systems are installed on board.

Peregrine-class fighter squadrons are usually launched from capital craft, such as *Akira*-class cruisers; even if these fighters have a warp drive, it is better to use it for emergencies only, since the attention of the sole pilot is required at all times when traveling at warp, that the supplies packed on board are limited and that crew accomodations are virtually nonexistent.

Background

One of the most notable deployments of *Perergine*-class fighters happened during Operation Return led by captain Sisko; several squadrons were used in harassing tactics in order to draw Cardassian fire, and force Cardassian cruisers to break formation with Dominion forces. The squadrons suffered heavy losses, but in the end, thanks to the good maneuverability and speed of the fighters, the bait was taken, and Starfleet forces managed to pass through enemy lines in order to reach Deep Space Nine.

Generally speaking, the class rendered invaluable services to the Federation during all the course of the Dominion War. However, due to its fragility, more than 7,000 vessels of the class – over three quarters of its total numbers – were lost during the course of the war; but the production continues.

Peregrine-class starships were also sometimes used by the Maquis as mobile platforms.

Ships In Service

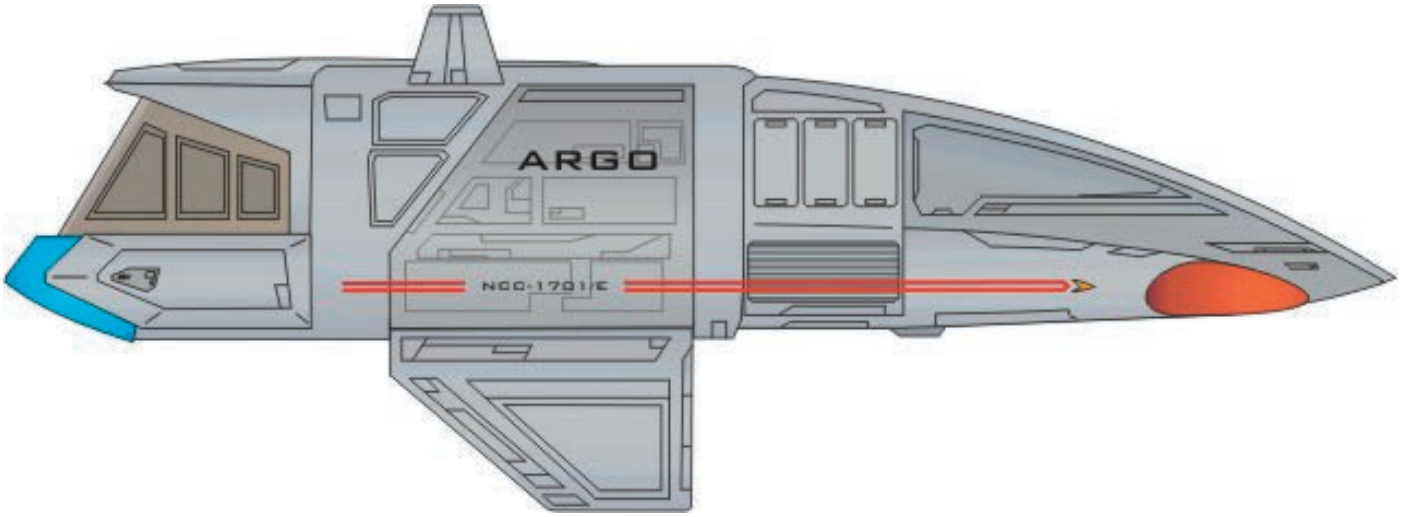
Name	Registry	Notes

No records of notable starships can be found for this kind of craft, heavily dependent on their home base.

UFP SHUTTLECRAFT

Argo Type Shuttlecraft, Commissioned: 2379

FEDERATION



HULL DATA

Structure: 10
Size/Decks: 2/1
Length/Height/Beam: 25/5/8
Complement: 1 pilot

TACTICAL DATA

Phasers: Type VI (x1/A)
Penetration: 3/3/2/0/0
Torpedo Launchers: Mk 25 DF (micro) (x1/A)
Photon Penetration: 2/2/2/2/2
Deflector Shield: FSQ-2 (CC)
Protection/Threshold: 14/1

PROPULSION DATA

Impulse System: FIB-3 (.75c) (CC)
Warp System: LF-9X4 (3/4/5) (BB)

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 2
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 3 (+3/D)
Separation System: No
Shuttlebay: 1 a
Shuttlecraft: One *Argo*-series vehicle or similar
Tractor beams: 1 av
Transporters: 1 2-person standard

MISCELLANEOUS DATA

Maneuver Modifiers: +1 C, +1 H, +0 T
Traits: Prototype (Impulse)

Mission

This shuttlecraft is used as support for ground-based vehicles used primarily for exploration or reconnaissance missions. Of course, following its name, the *Argo* type shuttle is used generally for transporting *Argo*-series vehicles from a starship or starbase to the ground.

Features

This shuttlecraft presents no surprising features: it is based on the same design principles as the aeroshuttle – it is equipped with the same Type VI phaser, Mk 25 DF microtorpedo launcher, FSQ-2 shield grid and LF-9X4 warp drive. The impulse drive is the same miniaturized special FIB-3 system, a bit less reliable than the full-scaled version.

The novelty of the *Argo* type shuttle is its rear bay, able to house vehicles for deployment. As this takes a lot of onboard space, the shuttle is equipped with atmospheric foils for flight stability, modifying a bit the performances when compared to a regular shuttlecraft.

It is also worth noting that the *Argo* type shuttle can be remote-controlled, allowing a full away team to use the ground vehicle while the shuttlecraft provides air cover and a quick retreat to atmospheric safety.

Background

This shuttlecraft has been developed parallel to the *Argo*-series vehicle; the name clearly indicates that both are best used in synergy, yet it is not mandatory. This shuttlecraft is a valuable addition to the array of auxiliary vehicles available to a starship: it provides a quick and efficient way of transit for vehicles, even goods which cannot be beamed safely.

If the need for other ground vehicles arises, it's very likely that the *Argo* type shuttle will be used in conjunction by Starfleet, proving the versatility of the design.

The use may however remain rare as transporters make ground vehicles pretty much unneeded, except in special conditions.

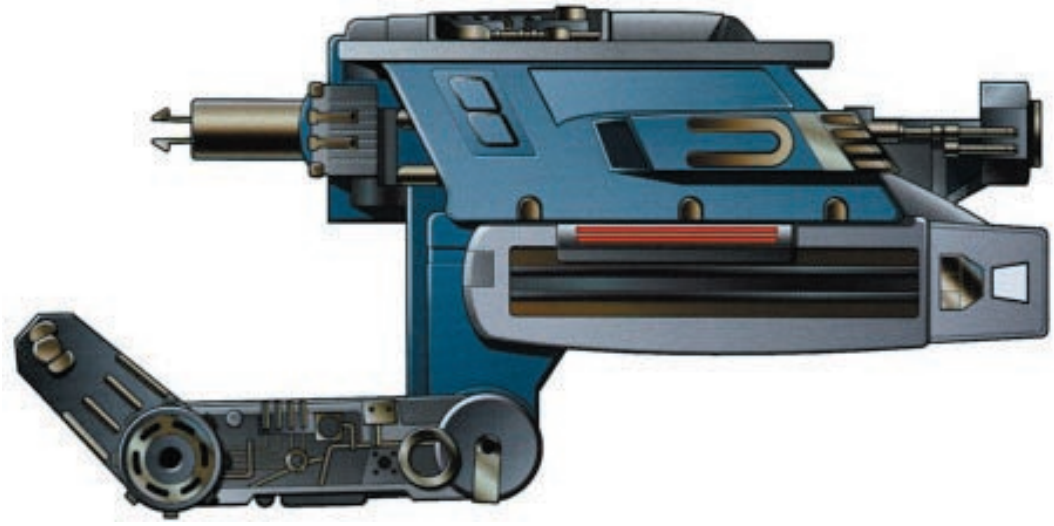
Ships In Service

Name	Registry	Notes
No records of notable starships can be found for this kind of craft, heavily dependent on their home base.		

UFP ATLAS-CLASS TUG

FEDERATION

Tug, Commissioned: 2283; Upgraded: 2348*



HULL DATA

Structure: 15	15
Size/Decks: 3/2	3/2
Length/Height/Beam: 70/20/20	70/20/20
Complement: 3	3

TACTICAL DATA

Defensive Systems: Type III Hull Plating	CIDSS-2 Shield Grid (C)
Protection/Threshold: 9/0	14/2

OPERATIONAL DATA

Atmosphere Capable: No	No
Cargo Units: 30	30
Life Support: Class 2 (C)	Class 4 (E)
Operations System: Class 2 (C)	Class 3 (D)
Sensor System: Class 3 (+3/D)	Class 3 (+3/D)
Separation System: No	No
Shuttlebay: No	No
Shuttlecraft: No	No
Tractor beams: 6 a	6 a
Transporters: 1 2-person standard	1 2-person standard

PROPULSION DATA

Impulse System: RSV (.7c) (D)	FIE (.8c) (C)
Warp System: PB-16 (5/6/7 OCU) (C)	LF-10 (5/6/8 MCU) (C)

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, -1 T	+0 C, +2 H, -1 T
Traits: Hardened System (Operations)	Hardened System (Operations)

* Upgrade data shown in right-hand column

Mission

The *Atlas*-class is an auxiliary craft designed for maintenance and repair missions on larger starships and starbases. It is also used for towing damaged vessels out of danger or to a nearby facility if the propulsion fails, and for resupplying.

Features

The *Atlas*-class is one of these vessel classes that know an incredibly long production life because the basic needs never changed. As a result, the class was upgraded in 2348 to mirror technological advances.

In both versions, the *Atlas*-class is centered around its operation system and its tractor beams. Equipped with six beams built on each end of the rear "arms" of the craft, it can tow massive vessels, thanks to a coupling of the graviton generators. Indeed, an *Atlas*-class tug can hardly tow more than one vessel at a time, as the tractor beams, installed near one another, are working in triples.

As that many graviton generators creates intense gravimetric interference, the operations system has been especially hardened against damage and failures. The stress caused to the hull can also tear it apart, that is why it has been especially reinforced with a Type III hull plating. As technology advanced and more power output was made available in a smaller space, the modern version of the *Atlas*-class tug has been equipped with a CIDSS-2 shield grid that plays the same role, and that also provides a rudimentary defense against space hazards and aggression.

The *Atlas*-class is fitted with a strong sublight engine (RSV drive for the base design, FIE drive for the upgraded one) in order to provide the needed power for towing vessels. The warp engines (PB-16 or LF-10) allow for an interstellar deployment of the vessel, although the relatively low speeds available, further reduced with a ship in tow, makes it more efficient when dispatched from a bigger starship, or a station. The *Atlas*-class is also equipped with Class 3 sensor arrays, in order to facilitate the scanning of a vessel's status.

Background

Before the advent of the *Atlas*-class tug, the tasks of towing and maintenance were fulfilled by bigger starships which could have been better used elsewhere. The *Atlas*-class relieved those ships of those duties; and as the need for such a craft never subsided, production never ceased. On the contrary, the design has been regularly upgraded ever since.

Atlas-class tugs are mostly used in peaceful areas, in order to tow ships to docks or to help conducting repairs and maintenance. However, they can also be used in times of war. For instance, during the Dominion War, *Atlas*-class tugs were used to remove crippled ships from battles, preventing the loss of numerous starships. They also helped replenish the supplies of starships fighting on the front lines, and conduct basic repairs on the vessels which suffered the most.

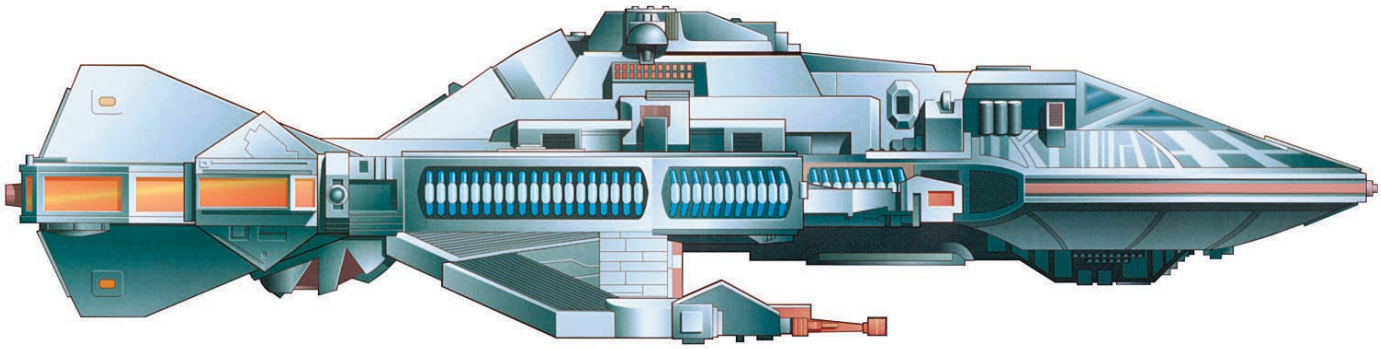
Ships In Service

Name	Registry	Notes
No records of notable starships can be found for this kind of craft, heavily dependent on their home base.		

UFP JU'DAY-CLASS COURIER

FEDERATION

Courier, Commissioned: 2345



HULL DATA

Structure: 15
Size/Decks: 3/3
Length/Height/Beam: 60/45/15
Complement: 24

TACTICAL DATA

Phasers: Type V (x2/B)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 22 DF (x2/B)
Photon Penetration: 3/3/3/3/3
Deflector Shield: PFF-2a (B)
Protection/Threshold: 13/2

PROPULSION DATA

Impulse System: FIE (.8c) (C)
Warp System: LF-12 (5/7/9) (D)

OPERATIONAL DATA

Atmosphere Capable: Yes
Cargo Units: 30
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 3 (+3/D)
Separation System: No
Shuttlebay: No
Shuttlecraft: No
Tractor beams: 1 fv
Transporters: 1 standard, 1 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +0 C, +2 H, -1 T
Traits: Vulnerable System (Sensors)

Mission

The *Ju'day*-class is an auxiliary starship designed for long-distance courier missions. It can also serve as transport to VIP's, or to carry small and unstable cargo that has to delivered quickly.

If the needs arise, the nimbleness and tactical capabilities of the *Ju'day*-class make it also fit for combat, as a squadron of these ships can be quite deadly.

Features

The *Ju'day*-class is designed for long-range missions. Therefore, Starfleet engineers made sure the class could perform well in deep space conditions.

The LF-12 warp drive is a reliable unit with a maximum cruise speed of warp 7, which is very good for a ship that small. The *Ju'day*-class also has good sublight capabilities, as the FIE impulse system allows speeds up to .8c.

The ship can embark quite a quantity of supplies thanks to its vast cargo holds situated in the dorsal and forward ventral pods, allowing the vessel to work for a long time without resupplying. The crew accomodations are also quite comfortable and the operations system, very reliable, can function in the worst conditions. Additionnally, the *Ju'day*-class can make planetfall if necessary, in order to deliver cargo or embark passengers.

The sensor systems are quite impressive for a ship of this size and provide good exploration capabilities, however the size of the arrays make them particularly vulnerable to attacks and hazards.

The *Ju'day*-class is also well-equipped for defense. The PFF 2a shield grid was rather antiquated at the time the ship was designed, but it was a good compromise for a small ship, allowing the class to take some damage before being able to find a way of escaping.

The *Ju'day*-class features two Type V phasers at the end of each of the atmospheric foils extending on the sides of the main hull. It is also equipped with Mk 22 DF torpedo launchers, one situated just under the nose, one oriented aft at the back of the ship.

The class' standard crew complement is 24 people, however the vessel can embark more passengers than that if needed. The ship can also function with a reduced crew, although at least ten people are necessary to operate the ship smoothly on deep-space assignments.

Background

The *Ju'day*-class was primarily used by Starfleet as quick transport carriers, like for biological or radiogenic material that can degrade very quickly. During the first conflicts with the Cardassians, it was found that the class could also serve as a rudimentary fighters – it therefore announced the development of the *Peregrine*-class.

As more modern and versatile ships were produced, able to take on the *Ju'day*-class' missions, the class was assigned to academies, as its small size makes it perfect for training small crews of cadets.

With the border incidents with the Cardassians and the subsequent establishment of the Demilitarized Zone, the Maquis was formed. For their guerilla operations, they found *Ju'day*-class starships perfectly adequate, thanks to their speed, offensive capabilities and nimbleness. As auxiliary ships, they were also more easily accessed than regular Starfleet ships. The *Ju'day*-class therefore became the spearhead of the small Maquis fleet, so much that the class was nicknamed the "Maquis Raider" class.

Ships In Service

Name	Registry	Notes
S.S. Ju'day	NAR-46789	Lead ship of the line
S.S. Zola	NAR-47114	Stolen by Maquis rebel Chakotay; pulled into the Delta Quadrant by the Caretaker (2371)

STARFLEET DRYDOCK Mk.I-TYPE

FEDERATION

Light Spacedock, Commissioned: 2122

HULL DATA

Structure: 25
Size/Decks: 5/5
Length/Height/Beam: 282/45/160
Complement: 95

TACTICAL DATA

Hull Plating: Type III
Protection/Threshold: 9/0

OPERATIONAL DATA

Cargo Units: 100
Life Support: Class 2 (C)
Operations System: Class 2 (C)
Sensor System: Class 1 (+1/B)
Power System: Basic reinforced (AA)
Sublight Drive: ITU-SB (.05c)
Orbital Correctors: IT-ST4b (-3)
Engineering Facilities: Class 5 (+5)
Separation System: No
Grapplers: 5 a
Transporters: No

DOCKING DATA

Docking Bays: 2
Shuttlecraft: 10 Size worth
Docking Ports: No
Docked Starships: -
Docking Pylons/Berths: 2
Docked Starships: 6 Size worth (Size 5 max.)

MISCELLANEOUS DATA

Maneuver Modifiers: -2 C, -6 H, -3 T
Traits: Enhanced System (Engineering Facilities), Modularity

STARFLEET DRYDOCK Mk.II-TYPE

FEDERATION

Spacedock, Commissioned: 2230

HULL DATA

Structure: 30
Size/Decks: 6/4
Length/Height/Beam: 360/150/185
Complement: 98

TACTICAL DATA

Hull Plating: Type III
Protection/Threshold: 9/0

OPERATIONAL DATA

Cargo Units: 120
Life Support: Class 3 (D)
Operations System: Class 3 (D)
Sensor System: Class 2 (+2/C)
Power System: Class 2 (C)
Sublight Drive: DHCID/SB (.15c)
Orbital Correctors: SBT-1 (-2)
Engineering Facilities: Class 5 (+5)
Separation System: No
Tractor beams: 5 a
Transporters: 6 standard, 6 emergency

DOCKING DATA

Docking Bays: 2
Shuttlecraft: 12 Size worth
Docking Ports: No
Docked Starships: -
Docking Pylons/Berths: 2
Docked Starships: 6 Size worth (Size 6 max.)

MISCELLANEOUS DATA

Maneuver Modifiers: -2 C, -6 H, -3 T
Traits: Enhanced System (Engineering Facilities), Modularity

STARFLEET DRYDOCK Mk.III-TYPE

FEDERATION

Heavy Spacedock, Commissioned: 2367

HULL DATA

Structure: 45
Size/Decks: 9/20
Length/Height/Beam: 750/450/287
Complement: 750

TACTICAL DATA

Phasers: Type VII (x2/C)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 75 DF (x2/C)
Quantum Penetration: 6/6/6/6/6
Deflector Shield: CIDSS-RS (C)
Protection/Threshold: 16/3

DOCKING DATA

Docking Bays: 2
Shuttlecraft: 18 Size worth
Docking Ports: 1
Docked Starships: 3 Size worth
Docking Pylons/Berths: 2
Docked Starships: 10 Size worth (Size 9 max.)

OPERATIONAL DATA

Cargo Units: 140
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 3 (+3/D)
Power System: Class 3 (D)
Sublight Drive: SBFIA (.2c)
Orbital Correctors: ST-B (+1)
Engineering Facilities: Class 5 (+5)
Separation System: No
Tractor beams: 2 ad, 1 v, 2 fv
Transporters: 9 standard, 9 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: -2 C, -5 H, -2 T
Traits: Enhanced System (Engineering Facilities), Modularity, Weak Shield Grid

Mission

This series of spacedocks represent an evolution in a long-lived design: the drydock. Designed for starship construction, refit and maintenance, the technology evolved through the centuries but the use is the same.

Features

All *Drydock*-type facilities follow the same design, only the technology and size change. The main decks are situated on the dorsal face of the facility, where crews live or decide on operations. Two side walls extend on each side of the enclosed starship, providing support to work crews, primarily lighting and easy access, but also raw materials, tools, computer access and so on.

Each *Drydock*-type facility is equipped with redundant tracting systems for easy guidance of unpowered starships. The *Drydock Mk.I*-type of course uses magnetic grapplers, replaced by the more precise tractor beams later on.

The overall quality of the support systems also increased over the years, as the life support, operations, power and sensor system rise from primitive Basic, Class 1 or 2 systems (*Drydock Mk.I*-type) to the newest Class 3 and 4 (*Drydock Mk.III*-type). Orbital correctors follow the same evolution, as ion thrusters (IT-ST4b) are replaced by fusion thrusters (SBT-1 and ST-B).

Another common feature is the presence of sublight drives, ion-powered (ITU-SB on the *Drydock Mk.I*-type) or more recent impulse drives (DHCID/SB and SBFIA for *Drydock Mk.II*- and *Drydock Mk.III*-types). These provide speeds up to .2c, and are used in order to reconfigure and optimize the production chains on large shipyards such as on Utopia Planitia, Mars.

The first drydocks were rather defenseless – a Type III hull plating was all what protected *Drydock Mk.II*- and *Drydock Mk.III*-type – but after the Dominion War, Starfleet grew much more cautious with undefended facilities. Following the developments of the *McKinley*-type spacedock, the *Drydock Mk.III*-type features rather good tactical capabilities. Two Type VII-phasers and twin Mk 75 DF quantum torpedo launchers can help defend the station; it is also equipped with the efficient CIDSS-RS shield grid, although for compromising with the onboard space needed for the primary tasks of starship construction, the generators have been downsized, making them less efficient than on regular starbases.

Indeed, one trait that never changed and were never compromised on where the specifically optimized and fine-tuned Class 5 engineering facilities, offering the best support available. On average, engineering operations conducted at a *Drydock*-type facility are usually 25% shorter than in plain space.

Because starship production is also an ever-changing task, *Drydock*-type facilities are all built with a modular design: parts and sections can be added or removed following the needs of specific operations. This modularity make the facilities highly adaptable for all tasks.

Background

Almost every single ship was constructed in one of these facilities. For instance, *Enterprise* (NX-01) was built in a *Drydock Mk.I*-type facility; the *U.S.S. Enteprise* (NCC-1701) was refitted in a *Drydock Mk.II*-type spacedock, while massive repair operations were conducted on the *U.S.S. Enteprise-E*.

While often isolated or deployed in pairs, drydocks are usually clustered in shipyards for easing the pooling of resources and the constitution of assembly lines.

These shipyards were hard-pressed during the Dominion War, as they had to continually produce starships for fighting on the front lines. They also helped refit older or decommissioned starships, that were launched in haste. The shipyards' job did not end abruptly when the War reached its conclusion; many ships were launched with only minimal systems, and had to be "finished" before being approved for long-term duty. And of course, many starships had to be repaired after fighting.

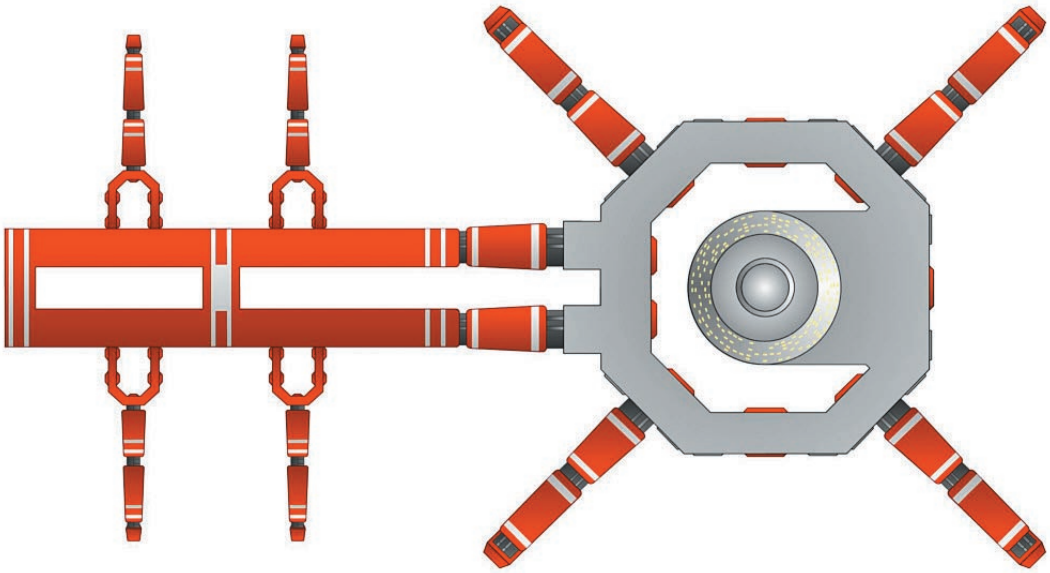
The Federation's most famous and biggest naval shipyard is Utopia Planitia. In orbit of Mars, 35 *Drydock*-type facilities are found, as well as 5 *McKinley*-type spacedocks, along with a number of other space stations and facilities.

Earth also has its own naval shipyard, from the early years of Starfleet before the founding of the Federation, to the modern days of the 24th century. Earth has 12 *Drydock*-type spacedocks, along *Earth Station McKinley* and of course, *Spacedock Earth* for centralizing and organizing lengthy tasks.

STARFLEET McKINLEY-TYPE

Heavy Spacedock, Commissioned: 2348

FEDERATION



HULL DATA

Structure: 45
Size/Decks: 9/25
Length/Height/Beam: 720/280/650 (Max. extent)
Complement: 1100

TACTICAL DATA

Phasers: Type VI (x2/C)
Penetration: 4/3/3/0/0
Torpedo Launchers: Mk 50 DF (x2/C)
Photon Penetration: 4/4/4/4/4
Deflector Shield: CIDSS-RS (C)
Protection/Threshold: 16/3

DOCKING DATA

Docking Bays: 2
Shuttlecraft: 18 Size worth
Docking Ports: 1
Docked Starships: 3 Size worth
Docking Pylons/Berths: 2
Docked Starships: 10 Size worth (Size 9 max.)

OPERATIONAL DATA

Cargo Units: 140
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 3 (+3/D)
Power System: Class 3 (D)
Sublight Drive: SBFIA (.2c)
Orbital Correctors: ST-A (+0)
Engineering Facilities: Class 5 (+5)
Separation System: No
Tractor beams: 2 ad, 1 v, 2 fv
Transporters: 9 standard, 9 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: -1 C, -8 H, +0 T
Traits: Enhanced System (Engineering Facilities), Modularity

Mission

The *McKinley*-type spacedock is somehow halfway between a massive construction and starship reaparation facility, and a starbase. Its first role remains starship maintenance, but, contrary to a *Drydock*-type, the station is quite self-sufficient and can shelter an important number of personnel in comfortable conditions.

Features

The *McKinley*-type is an alternate attempt at designing a spacedock: instead of locating the starship berths inside the facility, the docked starship is directly in the open. This is achieved through the use of eight telescopic and articulated arms that extend from the main (and fixed) hull situated on the dorsal face. Multiple inertial dampeners are installed at each flexible junction in order to minimize the facility's rocking. These arms then surround the repaired ship, making the design adaptable to widely different hull configurations.

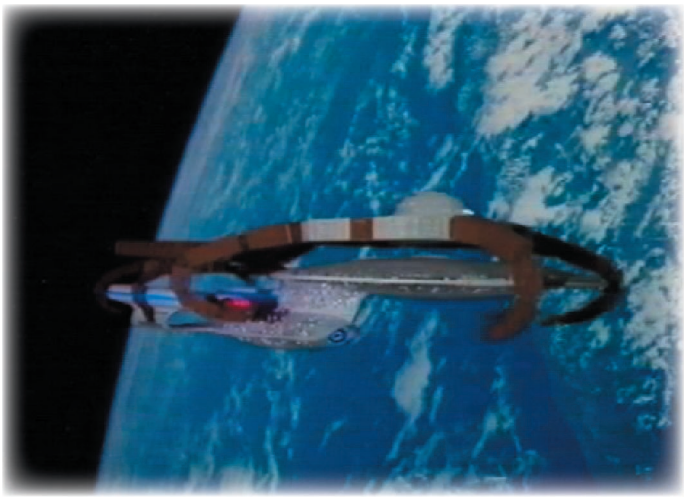
The *McKinley*-type otherwise features what came to be the standard elements of a *Drydock*-type facility. The Class 5 engineering facilities are mandatory for fast interventions on docked craft; these are especially optimized in order to further reduce reparation time. With the use of the telescopic arms and interior organization, the station features a modularity rather common to all spacedocks, allowing quick modifications to the layout if needed in specific cases.

Additionnally, from a historical viewpoint, the *McKinley*-type was the first spacedock (except the huge *Spacedock*-type facility) to feature tactical systems. The twin Type VI phaser arrays and the Mk 50 DF torpedo launchers provide average firepower, and the widespread CIDSS-RS shield grid offers adequate protection.

Finally, the *McKinley*-type features good sublight capabilites for a station this size, with the SBFIA impulse drive that allows the facilty to reach .2c. The station can therefore be moved around in its orbit if needed. For correcting said orbit, the ST-A fusion thrusters are a good balance between power output and maneuverability.

Background

The *McKinley*-type is seldom used for each stage starship construction. The classical "walls" extending from each side of



a classical *Drydock*-type facility are missing, which make the construction of hull primary structures difficult.However, the arms provide precise access to systems all around the ship, which would be harder with a regular *Drydock*-type.

For this reason, when the production rythm needs to be accelerated (such as during the Dominion War), starship production often takes place in two stages: the hull structure is built first in a *Drydock*-type facility, and upon completion, the starship skeleton is moved to a *McKinley*-type spacedock for the installation of systems.

That also explains why *McKinley*-type stations are commonly reserved to maintenance, repair and sometimes refit operations, rather than complete starship construction.

McKinley-type facilities are located commonly at every Stafleet shipyard. Their complementary role make them a valuable asset, since they provide comfortable living quarters for personnel (contrary to the *Drydock*-type series), while being more suited for minute tasks that would otherwise occupy drydocks for long periods of time.

The most widely known *McKinley*-type station is probably the first of the name, *Earth Station McKinley*, which performed the completing work on many famous starships. It also conducted many repair operations after the Borg assaults of Wolf 359 and Sector 001, like on the *U.S.S. Enterprise-D* and *-E*.

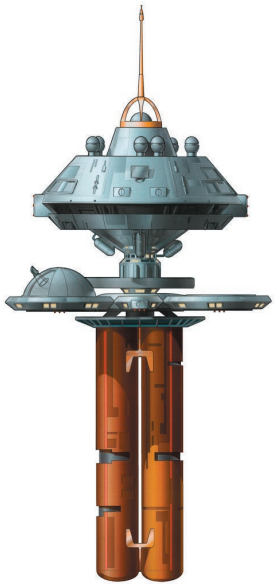
Facilities In Service

Name	Identifier	Notes
Earth Station McKinley	Starbase 001-F	First unit in service; orbits Earth; conducted repairs on U.S.S. Enterprise-D after battle of Wolf 359 (2366) and on U.S.S. Enterprise-E after Borg incursion in Sector 001 (2372) (Famous, R23)
(Utopia Planitia M1 through M14)		Orbit Mars; complementary facilities to Utopia Planitia spacedocks and drydocks

STARFLEET REGULA-TYPE

Outpost, Commissioned: 2269; Upgraded: 2347*

FEDERATION



HULL DATA

Structure:	25	20
Size/Decks:	5/25	5/25
Height/Diameter:	251/95	251/95
Complement:	98	98

TACTICAL DATA

Phasers:	Type V (x2/B)	Type VIII (x2/B)
Penetration:	4/3/3/0/0	4/4/4/0/0
Torpedo Launchers:	Mk 6 DF (x2/B)	Mk 55 DF (x2/B)
Photon Penetration:	3/3/3/3/3	5/5/5/5/5
Deflector Shield:	PFF-2c (B)	CIDSS-RS (C)
Protection/Threshold:	14/2	16/3

DOCKING DATA

Docking Bays:	1	1
Shuttlecraft:	5 Size worth	5 Size worth
Docking Ports:	No	No
Docked Starships:	-	-
Docking Pylons/Berths:	No	No
Docked Starships:	-	-

OPERATIONAL DATA

Cargo Units:	75	75
Life Support:	Class 3 (D)	Class 3 (D)
Operations System:	Class 3 (D)	Class 3 (D)
Sensor System:	Class 2a (+2/BB)	Class 3a (+3/CC)
Power System:	Class 3 (D)	Class 3 (D)
Sublight Drive:	No	No
Orbital Correctors:	SBT-1 (-2)	SBT-2 (-1)
Engineering Facilities:	No	No
Separation System:	No	No
Tractor beams:	1 u, 1 d	1 u, 1 d
Transporters:	4 standard, 4 emergency	4 standard, 4 emergency

MISCELLANEOUS DATA

Maneuver Modifiers:	+3 C, -8 H, +2 T	+3 C, -8 H, +2 T
Traits:	Modularity	Modularity, Vulnerable System (Weapons)

* Upgrade data shown in right-hand column

Mission

Regula-type outposts are like small starbases. Quickly built, easily modified, they are deployed on a variety of sites mainly for observation and starship support purposes.

Features

The *Regula*-type outpost is clearly not a facility designed with tactical missions in mind: the power to the structural integrity field is partially diverted to other systems, lessening its strength. However, on its first version, the twin Type V phasers and Mk 6 DF torpedo launchers are still a match for *Constitution*-class starships. The refit version features Type VIII phasers and Mk 55 DF launchers that provide it respectable firepower, although the power increase created some reliability problems. The shield systems are primarily used for protecting the facility against the radiations and hazards of plain space; the base and refit versions both features shield grids developed especially for stations (the PFF 2c and CIDSS-RS systems).

The *Regula*-type facility is designed for deep space, or remote environments. Therefore, it features only one docking bay, so as to reduce the number of ships that have to be supported. Onboard cargo space is very important for a station of this size; vast cargo holds allow the keeping of numerous supplies, even the maintaining of hydroponics bays in the most isolated locations.

So as to allow for an easy upgrade or modification of the systems, the *Regula*-type is built following modular design, making the removal and installation of specific onboard features easier, and, more important, without the need for a big logistical assistance (such as capital starships).

Background

The modular design of the *Regula*-type outpost made it one of the most privileged designs until well in the 24th century. In this manner, some outposts have been fitted as laboratories, observatories or research facilities. The commonest modification consists in removing the torpedo launchers to make room for long-range sensors such as the Class S series, specific reseach departments or even particle accelerators. Generally, the tactical department of such facilities is left out; only a basic crew of scientists remain – the complement can be as low as 25 or even 10 people.

The *Regula 1* station is – sadly – one of the most known facilities of this type. Orbiting the Regula planet, in the late 23rd century, the Genesis device was developed there under the direction of Dr. Carol Marcus. But in 2285, the genetic superman, veteran of the Eugenics Wars, Khan Singh, took control of the *U.S.S. Reliant* and stole the Genesis device from the facility, killing almost every member of the project. The *U.S.S. Enteprise* managed to stop Khan in time.

Despite the relative lack of onboard space and the outdated systems, the design of the *Regula*-type outpost made it very successful. Easily built and repaired, reliable, the *Regula*-type knew a fleet-wide refit in 2347. In the late 24th century, Starfleet production stopped in favor of newer, bigger designs, but many facilities remain service as deep space stations, scientific observatories and laboratories, or just ports of call for civilian and military ships.

Near the end of the production life of the *Regula*-type, the design was declassified and rendered available to local governments. Even after the Dominion War, many civilian or Federation (but non-Starfleet) local powers rely heavily on the *Regula*-type for mundane tasks.

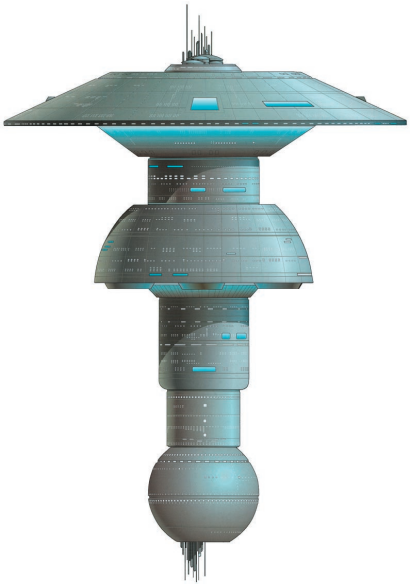
Facilities In Service

Name	Identifier	Notes
(Deep Space 5)		Located near Ivor Prime
(Regula 1)		First unit in service; orbits Regula; top-secret facility where the Genesis project was conducted under direction of Dr. Carol Marcus; attacked by the U.S.S. Reliant manned by genetic supermen (2285) (no torpedo launchers; Class S3 sensors (+2/+1/+1/+2/+3/CC))
(Starbase AZ-21)		Place where Maquis rebel Michael Eddington is imprisoned
(Tango Sierra Science Station)		Research station where Dr. Hester Dealt researched a cure against plasma plague (2365)
Tanuga IV Research Station	Starbase T-4	Research station where Dr. Nel Apgar researched Krieger wave converters; destroyed by explosion (2366)

STARFLEET SPACEDOCK-TYPE

FEDERATION

Heavy Spacedock, Commissioned: 2273; Upgraded: 2350*



HULL DATA

Structure: 110	95
Size/Decks: 16/1200	16/1200
Height/Diameter: 6500/3600	6500/3600
Complement: 52000	52000

OPERATIONAL DATA

Cargo Units: 285	275
Life Support: Class 4 (E)	Class 4 (E)
Operations System: Class 4 (E)	Class 4 (E)
Sensor System: Class 3 (+3/D)	Class 4 (+4/E)
Power System: Class 3 (D)	Class 4 (E)
Sublight Drive: No	No
Orbital Correctors: SBT-2 (x2) (-1)	ST-A (+0)
Engineering Facilities: Class 5 (+5)	Class 5 (+5)
Separation System: No	No
Tractor beams: 3 u, 1 m, 1 d	3 u, 1 m, 1 d
Transporters: 80 standard, 80 emergency	80 standard, 80 emergency

TACTICAL DATA

Phasers: Type VII (x12/F)	Type X (x12/F)
Penetration: 8/7/7/0/0	9/9/8/0/0
Torpedo Launchers: Mk 6 DF (x15/F)	Mk 75 DF (x10/F)
Photon Penetration: 9/9/9/9/9	10/10/10/10/10
Deflector Shield: PFF-2c (B)	FSQ (D)
Protection/Threshold: 14/3	17/4

DOCKING DATA

Docking Bays: 10	10
Shuttlecraft: 160 Size worth	160 Size worth
Docking Ports: 5	5
Docked Starships: 25 Size worth (Size 16 max.)	25 Size worth (Size 16 max.)
Docking Pylons/Berths: 7	7
Docked Starships: 56 Size worth (Size 8 max.)	56 Size worth (Size 8 max.)

MISCELLANEOUS DATA

Maneuver Modifiers: +2 C, -10 H, +2 T	+2 C, -10 H, +4 T
Traits: Hardened System (Shields), Prototype (Orbital Correctors)	Rotary Weapon Systems

* Upgrade data shown in right-hand column

Mission

The *Spacedock*-type is the biggest facility ever produced by the Federation. Initially designed for construction and starship repair, the sheer size also makes it a central installation for administrative, defensive and trade tasks. Many civilians also inhabit these stations; the *Spacedock*-type therefore carries many of the roles of a classical starbase, even though in the strictest meaning, it is classified as a heavy spacedock.

Features

Because of the sheer size of the station, many features have redundancy circuitry in order to ensure safe functioning. For example, the operations, life support and power systems are all Class 4. Transporters, scattered all over the station, allow for transit and evacutations operations to and from the orbited planet.

As the first objective of the *Spacedock*-type is starship production and maintenance, the whole upper section is a large hangar filled with bays, docking ports and berths, allowing the docking of several *Galaxy*-class starships and dozens of shuttlecraft. The engineering facilities supplementing the hangar are among the best available, allowing even lengthy refits to be conducted on obsolete starships.

The tactical capabilities of the *Spacedock*-type are also superb and can inflict deadly damage, as well as withstand heavy attacks. Twelve phaser arrays and multiple torpedo launchers carry the firepower of several heavy cruisers. Because of size issues, the shield generators are not outstanding, yet adequate; the armor plating provides for the additional protection needed should the worst happen.

80 years after the *Spacedock*-type was commissioned, some of the theoretical problems that arose when designing a facility this large couldn't yet be solved. Therefore, it appeared sensible to refit the stations instead of trying to design another type.

The upgraded version features improved tactical capabilities, and the stronger shields provide for the lesser armor plating, downsized in order to allow for the installation of modern systems. The addition of rotary weapon systems give the *Spacedock*-type a deadly punch when it comes to warheads. Finally, the newest version of the orbital correctors has a better energy output, making orbital operations much easier.

Background

Even more than a century after the *Spacedock*-type was designed, it remains the biggest facility in service. The first one built, orbiting Earth, was given the "001" identifier, symbolizing the fact that *Spacedock Earth* is a gate to the stars and exploration. The *U.S.S. Enterprise* (NCC-1701) was refitted there at the end of captain Kirk's first five-year mission; the *U.S.S. Enterprise* (NCC-1701-A and NCC-1701-B), and the *U.S.S. Excelsior* (NCC-2000) were also built in *Starbase 001*, among other prestigious ships.

The tactical facilities of *Spacedock*-type stations also made them play vital roles in the defense of inhabited planets. Some facilities were therefore lost during the Dominion War as the enemy lines penetrated Federation space. The loss of a *Spacedock*-type facility is always a disaster and a heavy tragedy, as numerous personnel man the station, and building these stations always takes much time and resources.

After the War, Starfleet is still researching ways to assemble bigger facilities. Theoretically, the technology supporting bigger stations is available; what lacks is the structures allowing their building. There's no doubt however that a way will be found before the eve of the 25th century.

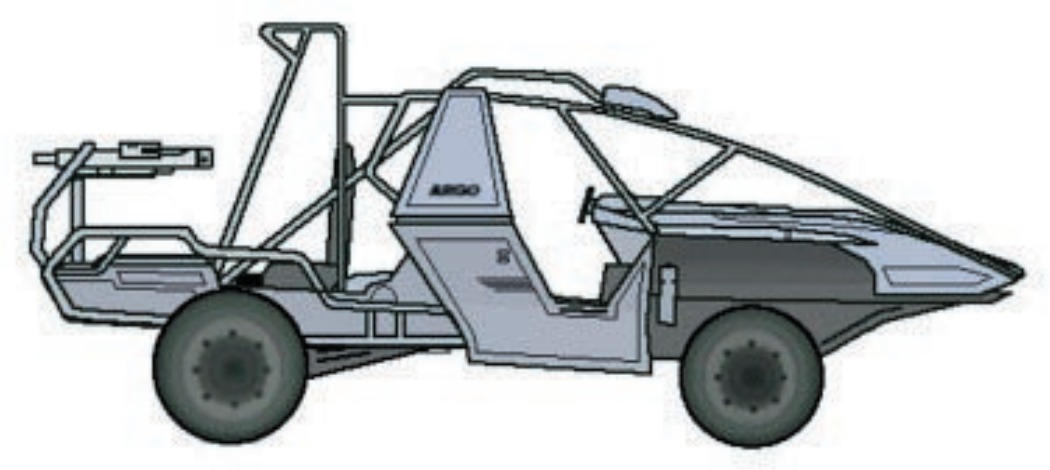
Facilities In Service

Name	Identifier	Notes
Lamaraine Station	Starbase 22-Delta	Served as central line of defense during the Kzinti incursion in Jade-London sector (2371) (Central Installation)
Lya Station Alpha	Starbase 23-Alpha	Received the survivors from the attack on Solarion IV (2368); investigates Bajoran terrorist activity
Spacedock Earth	Starbase 001	Orbits Earth; In service since 2273; produced numerous prestigious ships; refitted the U.S.S. Enterprise (NCC-1701) (2273) (Central Installation, Famous, R71)
(Starbase 74)		Orbits Tarsas III; commanded by Cdr. Orfil Quinteros; conducted LCARS upgrade on the U.S.S. Enterprise-D (2364)
(Starbase 84)		Provided replacement warp core to the U.S.S. Enterprise-D
(Starbase 133)		Last assignment of Dr. Dalen Quaice before he retired

STARFLEET ARGO-SERIES

Light Scout, Commissioned: 2379

FEDERATION



HULL DATA

Structure: 250*
Size/Decks: 1/1
Length/Height/Beam: 5/2/1.5
Complement: 3

OPERATIONAL DATA

Cargo Units: 1
Life Support: No
Operations System: Class 2 (C)
Sensor System: Class 2 (+2/C)
Shuttlebay: No
Shuttlecraft: -
Tractor beams: No
Transporters: No

TACTICAL DATA

Phasers: Vehicular Type IV (x1/A)
Penetration: 100/100/100/0/0*
Hull Plating: Vehicular Type III
Protection/Threshold: 8/0

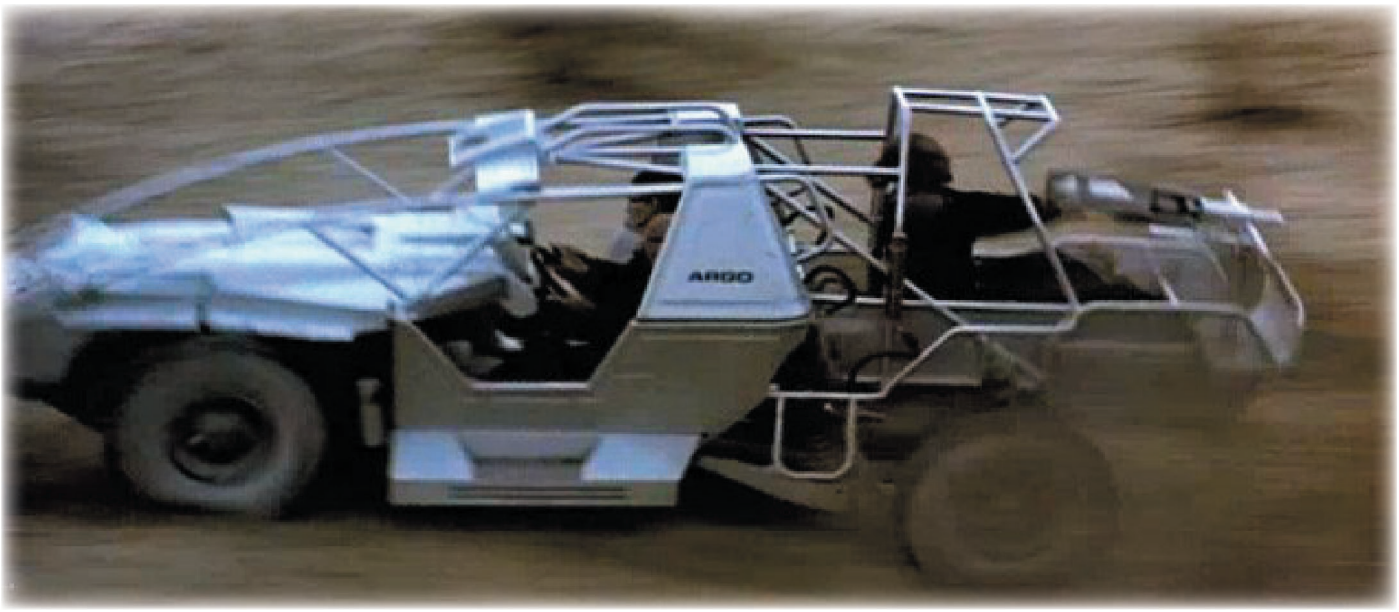
ENGINE DATA

Engine Type: Cold Fusion
Support: Wheels (Ground-based)
Speed Factor/Reliability: 2/B

MISCELLANEOUS DATA

Maneuver Modifiers: +5 M, -2 T
Traits: Enhanced System (Engine, Operations), Nimble, Opened, Scale Shift

* These values are used at the personnel scale.



Mission

This lightweight vehicle is designed primarily for reconnaissance and exploration in class-M environments. It is usually carried aboard the *Argo* type shuttlecraft, that acts as support and transportation to and from orbit.

Features

The most striking feature of the *Argo*-series vehicle is its old-fashioned wheels. However, they are made of a polyorganic compound resilient to all ground irregularities; the reliability of such a support system has proven itself over the years: Starfleet engineers somehow "rediscovered" wheeled vehicles when designing the *Argo*-series.

The lightness of the *Argo*-series makes it especially nimble and fast: LCARS-assisted piloting tremendously helps the pilot to perform the most audacious maneuvers, like charging, or instant braking on reduced surfaces.

However, this frailty also makes it very vulnerable against attacks, even though the vehicle features Type III hull plating. For defense, the *Argo*-series is equipped with a single Type IV vehicular phaser at the rear. One person must fully operate it.

Background

The vehicle is deployed when beaming is impossible and when large ground distances have to be covered. The wheels reduce the vehicle speed, but they allow it to function flawlessly even in highly ionized atmospheres, which would prevent the safe use of antigravity.

For this reason, the *Argo*-series is a highly specialized support vehicle that is very seldom used. Indeed, a shuttle can cover much more ground, much more efficiently, and provides better defense; but for specific mission profiles, the *Argo*-series can be a great asset. If available, they can even be issued to starships for special missions, for a given length of time.

The *Argo*-series is very fun to pilot. The openness of the seats allow the driver to fully take on the view surrounding him, which is very useful for exploration, and feel fully the wind and elements, giving a sense of elation that was quite forgotten in the 24th century.

For this reason, unarmed versions of the vehicle will probably be put in production for mere recreation purposes. Some captains already greatly enjoy discovering new worlds at the wheel of an *Argo*-series vehicle, and will use them for fun even when they would not be mandatory.

Units In Service

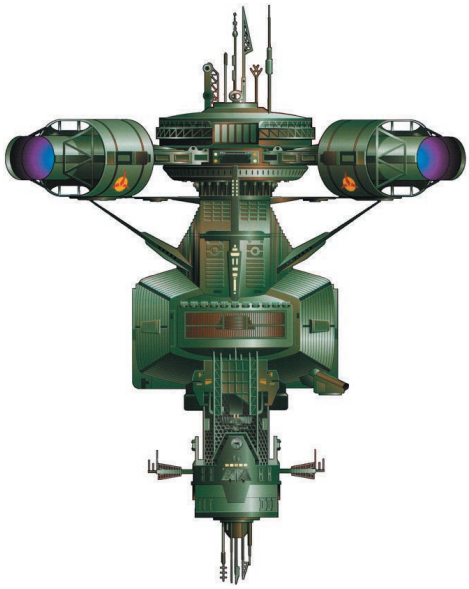
Name	Registry	Notes

No records of notable units can be found for this kind of craft, heavily dependent on their home base.

RAQ'PLA-TYPE DEFENSE STATION

KLINGON

Heavy Defense Station, Commissioned: 2368



HULL DATA

Structure: 60
Size/Decks: 12/410
Height/Diameter: 1500/1150
Complement: 3500

OPERATIONAL DATA

Cargo Units: 230
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 4 & S4 (+4/+4/+4/+4/+4/E)
Power System: Class 4 (E)
Sublight Drive: No
Orbital Correctors: SBT-EX (+0)
Engineering Facilities: No
Separation System: No
Tractor beams: 1 u, 1 d
Transporters: 18 standard, 18 emergency

TACTICAL DATA

Disruptors: K-GDC-1 (x7/F)
Penetration: 8/8/8/0/0
Torpedo Launchers: KP-12 (x5/F)
Photon Penetration: 10/10/10/10/10
Deflector Shield: FSQ (D)
Protection/Threshold: 17/4

DOCKING DATA

Docking Bays: No
Shuttlecraft: -
Docking Ports: 4
Docked Starships: 16 Size worth (Size 6 max.)
Docking Pylons/Berths: No
Docked Starships: -

MISCELLANEOUS DATA

Maneuver Modifiers: +5 C, -10 H, +9 T
Traits: Multivector Targeting System, Rotary Weapon Systems

Mission

These stations are the best strategic facilities in service in the Klingon Empire so far. Their awesome firepower can hold virtually any place against large fleets, ar at least inflict very serious damage. Many of these stations are found in the inner worlds of the Empire, for obvious defense purposes.

Features

What is the most striking feature of the *Raq'pla*-type is its tremendous firepower. Twin weapon platforms, equipped with K-GDC-1 disruptors and the newest KP-12 torpedo launchers, extend on arms measuring several hundred meters long, providing fire coverage in every direction. Both arms being independent, the station is equipped with a multivector targeting system that can fire very efficiently – with the use of rotary launchers – on several targets at once. The offensive systems of the *Raq'pla*-type being very reliable, it's very difficult to knock them out.

According to intelligence reports, the *Raq'pla*-type is also well protected by a shield grid equivalent to the Starfleet FSQ generator. It makes damage difficult to cause, moreover, the high-energy subspace field is able to withstand serious incoming attacks.

As an immobile (or orbital facility), the life support, power and operation systems are built to last, and reliable. The equivalent of the SBT-EX orbital correctors are adequate – anyway, in this domain, there is not a lot of room for compromise in the case of stations this size.

The *Raq'pla*-type is also designed for gathering as much information on attackers as possible – and for seeing them coming from afar. The antennae arrays on top and below the facility host a subspace transceiver with an integrated signal booster, as well as synchronized sensor arrays, working with equal efficiency and excellent precision at both short and long ranges.

As for support, the vast cargo holds situated in the main hull can store supplies lasting a long time. Addtionnally, four docking ports can be used for transit with ships as big as birds-of-prey (generally assigned to the station). Redundant transporters are also installed for facilitating personnel transportation (and not evacuation, as Klingons wish to perish on the battlefield).

Background

Generally, *Raq'pla*-type stations are deployed in threes or fours to provide the maximum coverage on the place they defend. Needless to say, because of their awesome firepower, that makes pretty much the defended place impossible to take.

The Klingons relied on this tactic to protect Ty'Gokor, one of the best protected places in the whole Empire. During the Dominion War, chancellor Gowron had been replaced by a Changeling, following the classical tactic of the Founders. The *Raq'pla*-type stations making the place inexpugnable, Starfleet forces sneaked past the defense perimeter to unmask the enemy.

Many of these stations were built during the course of the war. The production rythm increased, as many were hastily put into service in order to protect the Empire's frontiers, further away than what had initially been planned.

Comparatively few were destroyed. The losses *Raq'pla*-type stations inflicted being too heavy, attackers often preferred to retreat than suffer heavy damage for half-victories. The design proved itself perfectly under fire, although it remains difficult to deploy them far away.

Facilities In Service

Name	Identifier	Notes
Ty'Gokor (1 through 4)		Orbiting the Ty'Gokor asteroid infiltrated by Starfleet forces to reveal Changeling posing as chancellor Gowron (2373)

SCIMITAR-CLASS BATTLESHIP

ROMULAN

Battleship, Commissioned: 2368

HULL DATA

Structure: 50
Size/Decks: 10/65
Length/Height/Beam: 950/1120/650
Complement: 1170

TACTICAL DATA

Disruptors Banks: RFPD-5 (x5/F)
Penetration: 7/7/6/0/0
Plasma Energy Torpedo: RTP-5 Plasma (x3/F)
Penetration: 11/11/11/11/11
Deflector Shield: FSR (E)
Protection/Threshold: 17/4

PROPULSION DATA

Impulse System: Class 4A (.92c/D)
Warp System: Type 5C6 (5/8/9.6) (D)

OPERATIONAL DATA

Atmosphere Capable: No
Cargo Units: 100
Cloaking Device: Class 5 (Rating 24)
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Separation System: No
Shuttlebay: 2 ad
Shuttlecraft: 10 Size worth
Tractor beams: 1 fv, 2 ad
Transporters: 10 standard, 10 emergency

MISCELLANEOUS DATA

Maneuver Modifiers: +4 C, -2 H, +4 T
Traits: Blind Luck (Cloaking Device)

Mission

The *Scimitar*-class is the newest and most modern battleship built by the Romulan Star Empire, clearly designed for war and space combat.

Features

Very little is known on the *Scimitar*-class, except that it is the most dangerous battleship ever built by the Romulans. Featuring all the latest technology available, described by Jean-Luc Picard as a "predator", this ship can easily outmatch even a *Sovereign*-class vessel. What makes it so dangerous is probably its cloaking device particularly efficient, as it lets no detectable output reach enemy sensors, and allow the ship to fire even when cloaked.

Some versions can even be equipped with thalaron radiation emitters which can totally wipe out people aboard starships or even whole planerary populations.

Background

The *Scimitar*-class was designed by Jean-Luc Picard's clone created and raised by the Romulans, Shinzon. After being exiled on Remus, where he began to work as a slave, he slowly built up his revenge. The *Scimitar*-class is the achievement of this work: a deadly battleship able to cripple even the modern *Valdore*-class warbirds in a matter of minutes.

The battle with the *U.S.S. Enterprise* seemed to be hopeless for the Starfleet ship – it emptied all its quantum torpedoes at the *Scimitar* without being able to cause serious damage.

The victory was finally Starfleet's, when the *Enterprise* rammed the *Scimitar* and when the thalaron emitter was overloaded, resulting in the ship's destruction.

Thalaron radiation being a terrible weapon even the Romulans would frown upon, it's very likely that if further Scimitar-class battleships are built in the future, this weapon will be removed from the design.

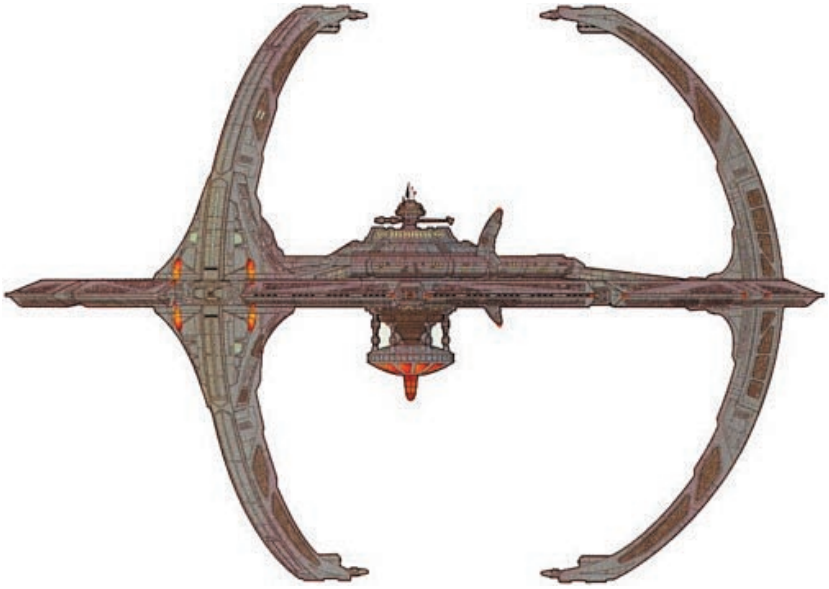
Ships In Service

Name	Registry	Notes
Scimitar	IRC-2000	Commanded by Jean-Luc Picard's clone Shinzon; destroyed after being rammed by Enterprise-E (2378)

NOR-TYPE STARBASE

CARDASSIAN

Heavy Starbase, Commissioned: 2345



HULL DATA

Structure: 60
Size/Decks: 12/108
Height/Diameter: 970/1450
Complement: 500

OPERATIONAL DATA

Cargo Units: 180
Life Support: Class 4 (E)
Operations System: Class 4 (E)
Sensor System: Class 4 (+4/E)
Power System: Class 4 (E)
Sublight Drive: SBFIB (.15c)
Orbital Correctors: SBT-EX (+0)
Engineering Facilities: Class 3 (+3)
Separation System: No
Tractor beams: 1 u, 2 m, 1 d
Transporters: 12 standard, 12 emergency

TACTICAL DATA

Disruptors: C-GDM-5 (x7/D)
Penetration: 7/7/6/0/0
Deflector Shield: CIDSS-RS (C)
Protection/Threshold: 16/4

DOCKING DATA

Docking Bays: 6
Shuttlecraft: 12 Size worth
Docking Ports: 12
Docked Starships: 48 Size worth (Size 6 max.)
Docking Pylons/Berths: 6
Docked Starships: 36 Size worth (Size 12 max.)

MISCELLANEOUS DATA

Maneuver Modifiers: +5 C, -8 H, +5 T
Traits: Blind Luck (Propulsion), Spiral Wave Upgrade

Mission

The *Nor*-type is the standard starbase used by Cardassian forces. It can serve as base to all kinds of missions: defense, trade, starship maintenance and upgrade, as well as the less noble Cardassian objectives – forced labor and exploitation.

Features

As all Cardassian facilities, the *Nor*-type is designed with a no-nonsense philosophy. Featuring standard accomodations and reliable systems, the *Nor*-type is very optimized.

The Class 4 power system feeds the equivalent of the Starfleet SBT-EX orbital correctors and a sublight drive that can attain .15c. Using a specific modification of the shield bubble, the station can reach warp speeds; however, this is very stressful for the spaceframe and should only be used is situations of emergency.

As with all Cardassian ships and stations, the *Nor*-type lacks warhead launchers, but the seven C-GDM-5 spiral wave disruptor arrays covering all firing arcs around the station can inflict deadly damage. The shield grid, equivalent to the Starfleet CIDSS-RS, provides good capability while being fairly reliable.

The *Nor*-type can support many different starships and shuttles. Six docking pylons extend from the main ring, allowing for the docking and maintenance of the largest classes, such as the *Galor*- or *Keldon*-classes. Twelve docking ports located all aroung the main structure also provide access to many ships and transports. Finally, six docking bays with mobile landing and take off platforms can house small shuttlecraft and runabouts.

The *Nor*-type can also carry several industrial tasks, such as mineral refining or the manufacturing of goods.

Background

The most famous *Nor*-type station is, ironically, not placed under Cardassian authority. *Deep Space Nine* began its life as *Terok Nor*, a Cardassian facility orbiting Bajor and placed under the command of Gul Dukat. It was a place of sorrow and death, as many slave laborers from Bajor knew a terrible deaths while refining the ore strip mined on their home planet.

But came the Bajoran Liberation – and with it, the departure of the Cardassians. Leaving *Terok Nor* in place, the Bajoran government asked Starfleet for assistance – the station was renamed *Deep Space Nine* and placed under the joint command of Cdr. Benjamin Sisko and Major Kira Nerys. Soon after that, the Bajoran Wormhole was discovered and the station moved to its orbit.

This location made *Deep Space Nine* a vital key to winning the Dominion War. Whoever controls the station controls the wormhole, thus the war. Unfortunately, for a short period of time, *Deep Space Nine* fell into enemy hands. It was retaken during a desperate assault called Operation Return.

Finally, it's from *Deep Space Nine* that the run on Cardassia that ended the war was launched.

Not all stations were abandoned with such goodwill by the Cardassians, though. *Empok Nor* was abandoned by the military, but they left behind three soldiers in stasis that were to wake up should anyone come aboard. Using heavy combat drugs, and knowing perfectly the place, these soldiers can be very tough opponents to defeat.

Facilities In Service

Name	Notes
Deep Space Nine	Orbits the Bajoran Wormhole; previously known as Terok Nor; under joint commandment of Starfleet and Bajor; served as home base to the Federation fleet during the Dominon War (Central Installation, Famous, R40, Battle Scarred, Design Defect (Power System), Rotary Weapon Systems, Torpedo Launchers: Mk 65 DF (x5/E), Photon Penetration: 7/7/7/7/7)
Empok Nor	Located in the Trivas system; abandoned by the Cardassian military (2372); defended by soldiers left put in stasis
Terok Nor	Orbits Bajor; used to strip mine the planet and as work camp for Bajoran slaves; given to the Federation upon Bajoran liberation and renamed Deep Space Nine (2369)

ODAKRA-TYPE PLATFORM

CARDASSIAN

Tactical Platform, Commissioned: 2363

HULL DATA

Structure: 10
Size/Decks: 2/1
Height/Diameter: 40/38
Complement: 0

TACTICAL DATA

Disruptors: C-GDM-3 (x2/B)
Penetration: 4/3/3/0/0
Hull Plating: Type III
Protection/Threshold: 9/0

OPERATIONAL DATA

Cargo Units: 2
Life Support: Basic (A)
Operations System: Class 4 (E)
Sensor System: Class 3 (+3/D)
Power System: Class 3 (D) (see text)
Sublight Drive: No
Orbital Correctors: No
Engineering Facilities: No
Separation System: No
Tractor beams: No
Transporters: No

DOCKING DATA

Docking Bays: No
Shuttlecraft: -
Docking Ports: No
Docked Starships: -
Docking Pylons/Berths: No
Docked Starships: -

MISCELLANEOUS DATA

Maneuver Modifiers: -8 C, -10 H, +5 T
Traits: Prototype (Disruptors), Spiral Wave Upgrade, Limited Coordination (x2)

Mission

The *Odakra*-type is a small automated orbital platform designed for defense of a planet or system.

Features

The *Odakra*-type is not manned, which removes the need for life support systems, transporters and supplies storage. Therefore, all this increases the onboard space reserved to the only goal of the facility: defense.

The *Odakra*-type is equipped with twin C-GDM-3 spiral wave disruptors, coupled for a greater beam output. The model fitted on the platform is a specially modified model; the simplicity of the life support systems allow a power increase in the plasma flow to the disruptor coils, furthering yet again the offensive punch. As a result, a single *Odakra*-type has as much beam power as a *Constitution*-class starship!

But that's the only point of comparison, as *Odakra*-type platforms lack shields. They are however equipped with the Cardassian equivalent of a Type III hull plating, provide rudimentary defense capabilities.

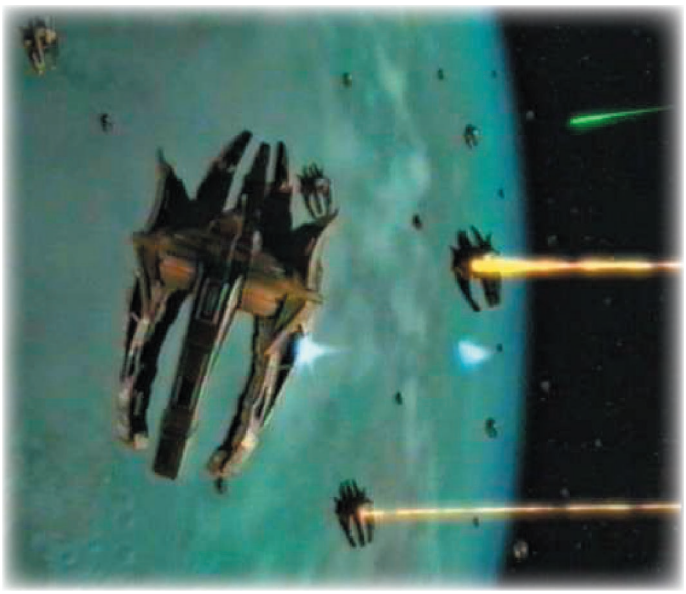
It is however possible to beam aboard these platforms for maintenance duties. The platforms feature basic life support system on a very small deck, where every system can be accessed.

The biggest weakness of *Odakra*-type platforms was the power system. Power is transmitted from a central core unit situated nearby and heavily protected. But, if these facility is destroyed, the whole network of *Odakra*-type platforms is rendered useless, afloat dead in space.

Odakra-type platforms are only able to execute the Reacquire Target and Fire maneuvers: add the tactical modifier to 2D6 to determine the maneuver's test result.

Background

Odakra-type defense perimeters have been in service for years in many Cardassian-controlled systems. Their paranoia has incitated them to establish such networks whenever possible.



And for many years, the *Odakra*-type performed flawlessly, withstanding assaults of enemy fleets and inflicting serious damage. But, although it seemed a good idea, the Cardassian over-confidence in the centralized power system of the *Odakra*-type platform network was its undoing.

During the Dominion War, such a network protected the Chin'toka system, making it impossible to take or approach. But the crew of the *U.S.S. Defiant* managed to locate the facility powering the network, hidden on an asteroid. They managed to give the platform a Starfleet signature, which had the *Odakra*-type platforms turn on their own power source.

Once it was destroyed, the Allies easily destroyed part of the network, taking control of the rest.

It was kept into service, though, in order to help defend the system in turn.

Facilities In Service

Name	Notes
No records of notable facilities can be found for this kind of craft, heavily dependent on their home base.	

STARSHIP RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

SHIP NAME
CLASS AND TYPE
ORIGIN
REGISTRY NB. | RENOWN
YEAR LAUNCHED | RENOWN MOD.

COM.	HELM	TAC.	SIZE	PICKS	FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON | ALL SYSTEMS HIT x2 ON

SHIELDS — RELIABILITY | HIT ON
- (F) -1 Shield Strength
- (E) -1 Shield Strength
- (D) -1 Shield Protection
- (C) -1 Shield Threshold
- (B) -2 Shield Protection
- (A) SYSTEM OFFLINE: Shields down

WEAPONS — RELIABILITY | HIT ON
- (F) Immediately lose Lock On
- (E) -1 to Tactical maneuvers
- (D) -1 Penetration all arrays
- (C) No Tier 2 Tactical maneuvers
- (B) -2 to Tactical maneuvers
- (A) SYSTEM OFFLINE

PROPULSION — RELIABILITY | HIT ON
- (F) -1 to Initiative
- (E) -1 to Helm maneuvers
- (D) -1 to Initiative
- (C) -2 to Helm maneuvers
- (B) -2 to Initiative
- (A) SYSTEM OFFLINE: Critical reactor overload

LIFE SUPPORT — RELIABILITY | HIT ON
- (F) Emergency lighting: -1 to all Physical tests
- (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
- (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
- (C) Gravity failing: -2 to all Physical tests
- (B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
- (A) SYSTEM OFFLINE: 2D6 rounds to abandon ship

SENSORS — RELIABILITY | HIT ON
- (F) -1 to Helm maneuvers
- (E) -1 to all maneuvers
- (D) -1 to Initiative
- (C) -2 to Tactical maneuvers
- (B) Cannot execute Lock On
- (A) SYSTEM OFFLINE: Vessel blind

OPERATIONS — RELIABILITY | HIT ON
- (F) -1 to Initiative
- (E) -1 to Command maneuvers
- (D) -1 to Computer Use tests
- (C) -2 to Initiative
- (B) -2 to all maneuvers
- (A) SYSTEM OFFLINE: Cloaking device offline

CREW DATA

COMPLEMENT | ON DUTY | PENALTY
PASSENGERS | WOUNDED | REM. IN SICKBAY

DAMAGE REPORT	% CASUALTIES	AS WOUNDED	AS DEATHS
PRIMARY SYSTEM HIT	10%	90%	10%
SMALL BREACH	5%	70%	30%*
HULL BREACH	10%	50%	50%*
MINOR REACTOR OVERLOAD	10%	100%	

* If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths

HULL DATA

LENGTH (m) | HEIGHT (m) | BEAM (m) | NB. OF DECKS
STRUCTURE | SPACE

	INTEGRITY	DAMAGE RANGE	LOCATION
MICRO BREACHES		TO	
SMALL BREACHES		TO	
HULL BREACHES		TO	

DEFENSIVE DATA

DEFENSIVE SYSTEM | SPACE
PROTECTION | THRESHOLD

STRENGTH

10	9	8	7	6	5	4	3	2	1	0
Full strength	Panel shorts: STA TN 10 or stun 1D6 rds		-1 Shield Protection		Critical system hit	-1 Shield Threshold		Panel explodes: QCK TN 10 or stun 1D6 wds	Critical system hit	Shields down!

OFFENSIVE DATA

BEAM WEAPONS | PENETRATION | SPACE
MISSILE WEAPONS | PENETRATION | SPACE

PROPULSION DATA

SUBLIGHT DRIVE | SPACE
FTL DRIVE | SPACE

ROLL	REACTOR STATUS	EFFECTS
(OK)	NOMINAL	If system hit: add 2D6 + remaining blocks' reliability, TN 10, to avoid overload
1-2-3	MINOR OVERLOAD	6D6 damage to personnel in Engineering, or 10% crew casualties (all wounded)
4-5	MAJOR OVERLOAD	RDS. LEFT: 2D6
6	CRITICAL OVERLOAD	RDS. LEFT: 1D6 + 2

EXT'D TEST TN FOR CONTAINMENT (1 test/round): 45 + DAMAGE/5 | -RELIAB. MOD. | SPACE

SECONDARY SYSTEMS STATUS

(3) ESCAPE PODS
(4) MEDICAL FACILITIES
(5) NAVIGATIONAL DEFLECTOR
(6) AUTODESTRUCT SYSTEM
(7) SEPARATION SYSTEM
(8) PERSONNEL INTRASHIP TRANSPORTATION
(9) SHUTTLEBAYS & SHUTTLECRAFT
(10) HOLOGRAPHIC & RECREATION SYSTEMS
(11) CARGO HOLDS & REPLICATOR NETWORK
(12) TRANSPORTERS
(13) TRACTOR BEAMS AND MAGNETIC GRAPPLERS
(14) AUXILIARY SCIENCE SYSTEMS
(15) INERTIAL DAMPENING FIELDS & SHIELD MODULATORS
(16) COMMUNICATIONS SYSTEM
(17) INTERNAL SECURITY SYS. & EMERGENCY FORCEFIELDS
(18) FIRE SUPPRESSION SYSTEM

OPERATIONAL DATA

OPERATIONS SYS.	SPACE		LIFE SUPPORT SYS.	SPACE	
CARGO UNITS	SPACE		ATMOS. CAPABLE	SPACE	
TRACTOR BEAMS	SPACE		SHUTTLEBAYS	SPACE	
SENSORS	SPACE				
TRANSPORTERS	SPACE				
SEPARATION SYS.	SPACE				
CLOAKING DEVICE	SPACE				

SHUTTLECRAFT

EDGES | SPACE

FLAWS | SPACE

STATION RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

STATION NAME
TYPE AND ROLE
ORIGIN
IDENTIFIER | RENOWN
YEAR PUT ONLINE | RENOWN MOD.

COM.	HELM	TAC.	SIZE	PICKS	FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON | ALL SYSTEMS HIT x2 ON

SHIELDS — RELIABILITY | HIT ON

- (F) -1 Shield Strength
- (E) -1 Shield Strength
- (D) -1 Shield Protection
- (C) -1 Shield Threshold
- (B) -2 Shield Protection
- (A) SYSTEM OFFLINE: Shields down

WEAPONS — RELIABILITY | HIT ON

- (F) Immediately lose Lock On
- (E) -1 to Tactical maneuvers
- (D) -1 Penetration all arrays
- (C) No Tier 2 Tactical maneuvers
- (B) -2 to Tactical maneuvers
- (A) SYSTEM OFFLINE

POWER — RELIABILITY | HIT ON

- (F) -3 to Engineering Facilities bonuses (minimum 0)
- (E) +5 TN to transferring power tests
- (D) -2 to Helm maneuvers and orbital corrections
- (C) -1 to Tactical maneuvers
- (B) -1 to Command maneuvers
- (A) SYSTEM OFFLINE: Critical reactor overload

LIFE SUPPORT — RELIABILITY | HIT ON

- (F) Emergency lighting: -1 to all Physical tests
- (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
- (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
- (C) Gravity failing: -2 to all Physical tests
- (B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
- (A) SYSTEM OFFLINE: 2D6 rounds to abandon ship

SENSORS — RELIABILITY | HIT ON

- (F) -1 to Helm maneuvers
- (E) -1 to all maneuvers
- (D) -1 to Initiative
- (C) -2 to Tactical maneuvers
- (B) Cannot execute Lock On
- (A) SYSTEM OFFLINE: Vessel blind

OPERATIONS — RELIABILITY | HIT ON

- (F) -1 to Initiative
- (E) -1 to Command maneuvers
- (D) -1 to Computer Use tests
- (C) -2 to Initiative
- (B) -2 to all maneuvers
- (A) SYSTEM OFFLINE: Cloaking device offline

CREW DATA

COMPLEMENT | ON DUTY | PENALTY
PASSENGERS | WOUNDED | REM. IN SICKBAY

DAMAGE REPORT	% CASUALTIES	AS WOUNDED	AS DEATHS
PRIMARY SYSTEM HIT	10%	90%	10%
SMALL BREACH	5%	70%	30%*
HULL BREACH	10%	50%	50%*
MINOR REACTOR OVERLOAD	10%	100%	

* If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths

HULL DATA

LENGTH (m) | HEIGHT (m) | BEAM (m) | NB. OF DECKS
STRUCTURE | SPACE

	INTEGRITY	DAMAGE RANGE		LOCATION
MICRO BREACHES		TO		
SMALL BREACHES		TO		
HULL BREACHES		TO		

DEFENSIVE DATA

DEFENSIVE SYSTEM | SPACE
PROTECTION | THRESHOLD

STRENGTH

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Full strength		Panel shorts: STA TN 10 or stun 1D6 rds	-1 Shield Protection	+1 Orbital decay	Critical system hit		-1 Shield Threshold	Critical system hit	+1 Orbital decay	-2 to Orbital maneuvers	Panel explodes: QCK TN 10 or stun 1D6 wds	-1 Shield Protection	+2 Orbital decay	Critical system hit	Shields down!

ORBITAL CORRECT. | SPACE

ORBITAL DECAY	0	1	2	3	4	5	6	7	8	9	10

OFFENSIVE DATA

BEAM WEAPONS | PENETRATION | SPACE
MISSILE WEAPONS | PENETRATION | SPACE

POWER DATA

POWER SYSTEM | SPACE

ROLL	REACTOR STATUS	EFFECTS
(OK)	NOMINAL	If system hit: add 2D6 + remaining blocks' reliability, TN 10, to avoid overload
1-2-3	MINOR OVERLOAD	6D6 damage to personnel in Engineering, or 10% crew casualties (all wounded)
4-5	MAJOR OVERLOAD	RDS. LEFT: 2D6 ; EXT'D TEST TN FOR CONTAINMENT (1 test/round)
6	CRITICAL OVERLOAD	RDS. LEFT: 1D6+2 ; 45 + DAMAGE/5 ; -RELIAB. MOD.

SECONDARY SYSTEMS STATUS

(3) ESCAPE PODS
(4) MEDICAL FACILITIES
(5) ORBITAL CORRECTORS AND SUBLIGHT DRIVE
(6) AUTODESTRUCT SYSTEM
(7) ENGINEERING FACILITIES
(8) PERSONNEL INTRASHIP TRANSPORTATION
(9) DOCKING FACILITIES & DOCKED SHIPS
(10) HOLOGRAPHIC & RECREATION SYSTEMS
(11) CARGO HOLDS & REPLICATOR NETWORK
(12) TRANSPORTERS
(13) TRACTOR BEAMS AND MAGNETIC GRAPPLERS
(14) AUXILIARY SCIENCE SYSTEMS
(15) INERTIAL DAMPENING FIELDS & SHIELD MODULATORS
(16) COMMUNICATIONS SYSTEM
(17) INTERNAL SECURITY SYS. & EMERGENCY FORCEFIELDS
(18) FIRE SUPPRESSION SYSTEM

OPERATIONAL DATA

OPERATIONS SYS.		SPACE	LIFE SUPPORT SYS.		SPACE
CARGO UNITS		SPACE	TRACTOR BEAMS		SPACE
SENSORS					SPACE
TRANSPORTERS					SPACE
SEPARATION SYS.					SPACE
CLOAKING DEVICE					SPACE
SUBLIGHT DRIVE					SPACE
DOCKING BAYS		SIZE WORTH / MAX.			SPACE
DOCKING PORTS		SIZE WORTH / MAX.			SPACE
PYLONS / BERTHS		SIZE WORTH / MAX.			SPACE
EDGES					SPACE
FLAWS					SPACE

VEHICLE RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

VEHICLE NAME
SERIES AND ROLE
ORIGIN
IDENTIFIER | CREW
YEAR DEPLOYED | PASSENGERS

MAN. | TAC. | SIZE | FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON | ALL SYSTEMS HIT x2 ON

SHIELDS — RELIABILITY | HIT ON

- (F) -1 Shield Strength
- (E) -1 Shield Strength
- (D) -1 Shield Threshold
- (C) -1 Shield Strength
- (B) -2 Shield Protection
- (A) SYSTEM OFFLINE: Shields down

WEAPONS — RELIABILITY | HIT ON

- (F) Immediately lose Lock On
- (E) -1 to Tactical modifier
- (D) -1 Penetration all cannons
- (C) Only basic fire allowed
- (B) -2 to Tactical modifier
- (A) SYSTEM OFFLINE

ENGINE — RELIABILITY | HIT ON

- (F) Cannot charge
- (E) -1 to Initiative
- (D) -1 to Maneuverability modifier
- (C) -1 to Initiative
- (B) -1 to Maneuverability modifier
- (A) SYSTEM OFFLINE: Vehicle immobilized

LIFE SUPPORT — RELIABILITY | HIT ON

- (F) Emergency lighting: -1 to all Physical tests
- (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
- (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
- (C) Depressurization: -2 to all Physical tests
- (B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
- (A) SYSTEM OFFLINE: 1D6 rounds to abandon vehicle

SENSORS — RELIABILITY | HIT ON

- (F) +5 TN to System Operation (Sensors) tests
- (E) -1 to Initiative
- (D) -1 to Maneuverability modifier
- (C) -1 to Tactical modifier
- (B) Cannot execute Lock On
- (A) SYSTEM OFFLINE: Vessel limited to Speed factor 1

OPERATIONS — RELIABILITY | HIT ON

- (F) +5 TN to Computer Use tests
- (E) -1 to Initiative
- (D) -1 to Maneuverability modifier
- (C) -1 to Tactical modifier
- (B) -2 to Maneuverability modifier
- (A) SYSTEM OFFLINE: Camouflage offline, no steering

HULL DATA

LENGTH (m) | HEIGHT (m) | BEAM (m) | NB. OF DECKS
STRUCTURE | SPACE

DEFENSIVE DATA

DEFENSIVE SYSTEM | SPACE
PROTECTION | THRESHOLD

STRENGTH

5	4	3	2	1	0
Full Strength	-1 Shield Protection	Panel shorts: STA TN 10 or stun 1D6 rds	-1 Shield Threshold	Critical system hit	Shields down

OFFENSIVE DATA

BEAM WEAPONS | PENETRATION | SPACE
MISSILE WEAPONS | PENETRATION | SPACE

ENGINE DATA

POWERED BY | ALTITUDE CONTROL | SPACE
SPEED FACTORS | RELIABILITY | SPACE

OPERATIONAL DATA

OPERATIONS SYS. | SPACE | LIFE SUPPORT SYS. | SPACE
CARGO UNITS | SPACE | TRACTOR BEAMS | SPACE
SENSORS | SPACE
TRANSPORTERS | SPACE
CAMOUFLAGE SYS. | SPACE
SHUTTLEBAYS | SIZE WORTH / MAX. | SPACE
EDGES | SPACE
FLAWS | SPACE

PROFILE